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THE UK'S NO.1 POKÉMON MAGAZINE

POKÉMON WORLD™

ISSUE 67

POKÉMON RANGER®

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- THE OFFICIAL MANAPHY EGG FACTS!

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Cor! There's a new Pokémon arcade machine coming out – check Mew's News this issue to find out more!

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WELCOME POKÉMON FANS, AND I HOPE YOU FOUND A COOL POKÉMON WORLD BASEBALL CAP ON THE FRONT OF THIS ISSUE. YOU'LL BE GUARANTEED TO LOOK GOOD ON THE BEACH THIS SUMMER WITH THIS FREEBIE ON YOUR HEAD! MAKE SURE YOU KEEP ON BUYING POKÉMON WORLD IN THE COMING MONTHS BECAUSE WE'VE GOT SOME OTHER GREAT SUMMER GIFTS FOR YOU!

Stu Yew

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GET IN TOUCH!
Pokémon World, Richmond House,
33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk

MEW'S NEWS

Fed of waiting for Diamond & Pearl for your DS? Well, why not get on a plane, travel to Japan and play the new arcade game that's launching from Tomy? Oh, perhaps you're right, Diamond & Pearl will be out soon...

COMING SOON...

Epic Collection Trading Card Game Expansion
This month

Pokémon Diamond & Pearl
Nintendo DS
30 June

Pokémon Battle Revolution
Nintendo Wii
Autumn

Diamond & Pearl Trading Card Game Expansion
August

Mystery Dungeon 2
2007 (Japan)

POKÉMON COIN-OP CAPERS!

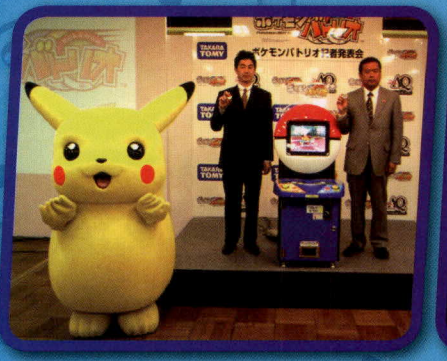
Tomy & AQ Interactive launch a new arcade game in Japan!

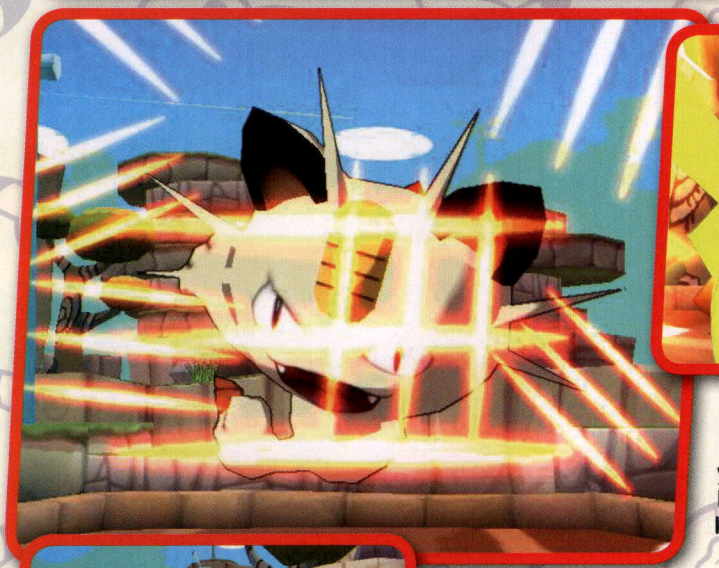
Okay, so this news should probably be in the 'Big In Japan' section, but we thought it was so exciting we had to make a main feature out of it. Over in Japan games giant Tomy and AQ Interactive have been busy developing a new Pokémon arcade game called *Pokémon Battrio*! Yes that's right – a coin-operated Pokémon battle game where players must collect special coins printed with Pokémon, then place these on a game board built into the machine. The coins placed turn into Pokémon on the screen and moving the coins around moves the character in-game – how cool does that

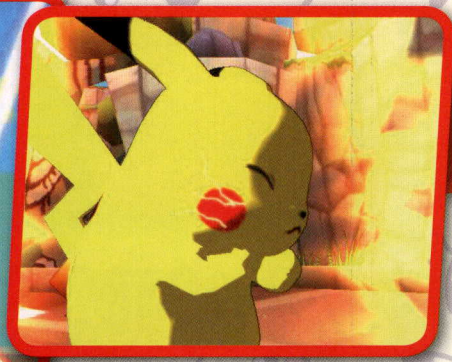
Three Pokémon make up each team in *Pokémon Battrio* with 36 Pokémon initially available and plans to release more as time goes on. This looks like a great game that builds on the player-interaction theme Nintendo loves so much!

ポケモンバトリオ
Pokémon BATTRIO™

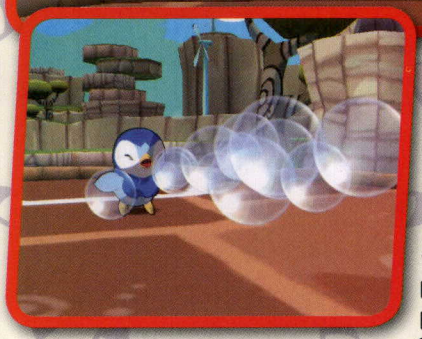
To launch *Pokémon Battrio* the big bosses of Tomy and AQ Interactive enlisted the help of none other than Pikachu himself! Vice President and CEO of Tomy Keita Sato (on the right in this picture) said that the fusion of Pocket Monsters and arcade games was sure to be a big hit.







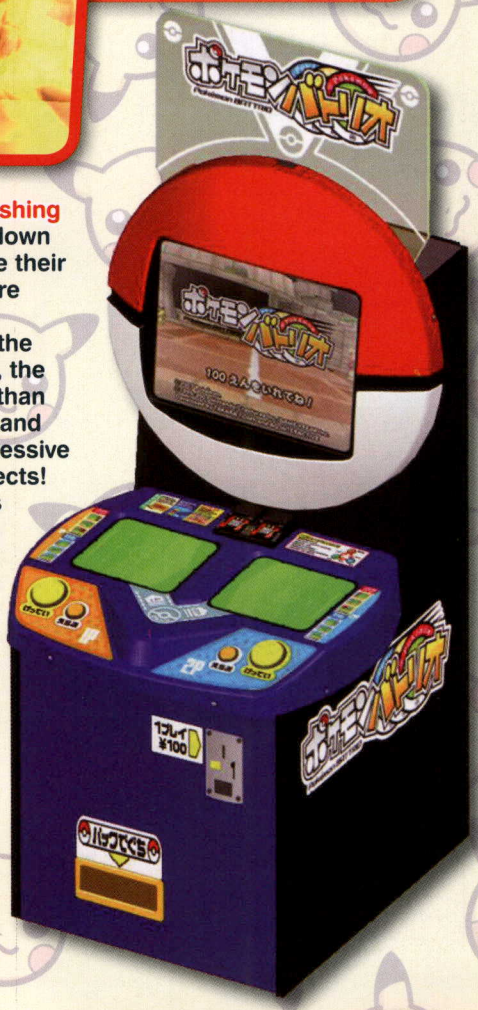
You can't keep a good electric mouse down! How many games has Pikachu starred in now? Answers on a postcard, please!



sound? The game is like a version of *Pokémon Battle Revolution*. Three Pokémon play on each side, and the skill of the game is in moving the coins around to change the formation of your Pokémon and unleashing special moves to knock down your opponent's HP. Once their HP is down to zero, they're knocked out!

As you can see from the screenshots on this page, the game uses a cell-shaded look rather than the 3D graphics of *Battle Revolution*, and the special moves really do look impressive with some great lighting and fiery effects! *Pokémon Battrio* is primarily made as a two-player game, having two game boards on the front of the machine, but there's a single-player game included too for those without friends (ahhh). The computer-controlled Pokémon adjust their actions to fit the ability level of the player, so if you're just learning the game they cut you some slack, but if you're an expert they'll really give you a run for your money!

Launching in Japan this July, *Pokémon Battrio* is sure to take the arcades by storm. Tomy products do very well in the UK too, so maybe you should watch out for this in the arcades on your summer holidays!

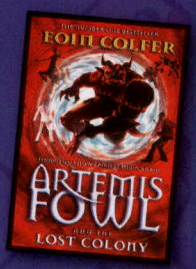


DOWN THE BOOK SHOP

Here are the new Puffin books in the shops right now...

ARTEMIS FOWL AND THE LOST COLONY

by Eoin Colfer



Just in paperback, this is the stunning fifth adventure in the mega-selling *Artemis Fowl* series and is action packed and full of great humour. A Pokémon World favourite!

SUPER POWERS

by Alex Cliff

A new series of books starting this month. You will find stories of horror, Ancient Greek superheroes and two boys who must embark on a big adventure together.

BLUE LIKE FRIDAY

by Siobhan Parkinson

Fridays are blue and tangy like lemon sherbet, right? Or is Hal, the boy in the book, just mad? His friend Olivia thinks so! This is a really well-written voyage of self-discovery and an unsentimental story of friendship that will keep you captivated from the very first page. Another Pokémon World hit!

MYSTERY DUNGEON 2

Sequel to last year's dungeon games already in production!

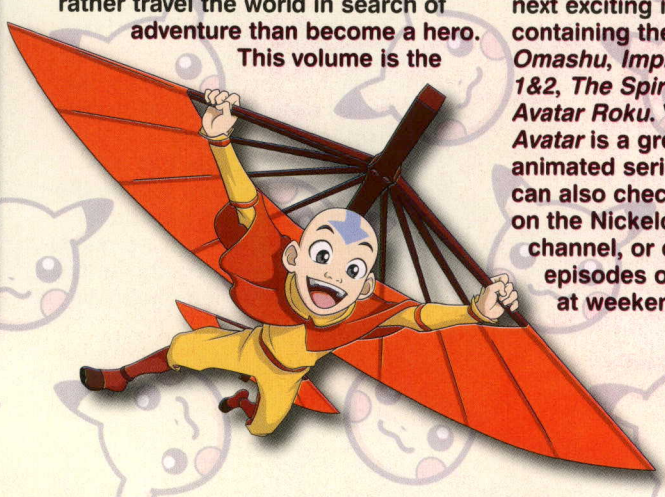
Did you enjoy playing the DS and Game Boy Advance versions of *Pokémon Mystery Dungeon* released last year? Still trying to complete them? Well, you'd better hurry up as the sequels are already in production in Japan! A mole at the role-playing game developer Chunsoft has let slip that they are already working on *Pokémon Mystery Dungeon 2* and this time the game will take a slightly different format, but they weren't letting on quite what it was. There will more than likely be two versions of the game again though and the story mode will be enhanced. The other nugget of information we managed to uncover was that the game will definitely include some Wi-Fi options. We would bet that this time around the game will include all the new Pokémon from the fourth generation Pokédex found in *Diamond and Pearl*. We don't think there will be a Game Boy game this time though, it's likely to be two Nintendo DS versions instead.

AVATAR BOOK 1: WATER

Latest Avatar DVD release is in the shops now!

If you really enjoyed our special *Avatar* magazine a few issues ago, you'll be excited to learn that there's a new DVD coming out on 4 June – *Avatar: The Legend Of Aang Book 1: Water Volume 2* is the highly anticipated second instalment of the *Book 1: Water* series.

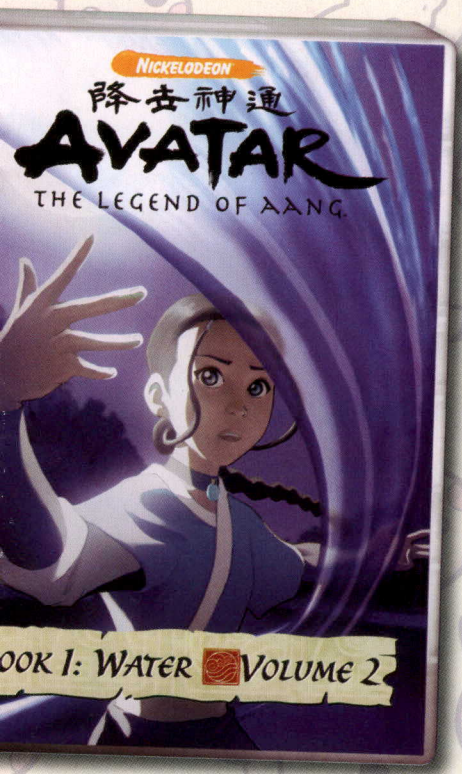
Those of you who don't know much about *Avatar* had better listen up! Warring elements of Air, Earth, Water and Fire are tearing apart a futuristic Earth – only one special being known as the Avatar can bring peace. That Avatar is Aang, a 12-year-old boy who'd rather travel the world in search of adventure than become a hero. This volume is the next exciting instalment in the Legend, containing the episodes *The King Of Omashu*, *Imprisoned*, *Winter Solstice 1&2*, *The Spirit World* and *Avatar Roku*. We think *Avatar* is a great animated series, you can also check it out on the Nickelodeon channel, or catch episodes on ITV at weekends.



SCORE 5/5

The sequels to *Mystery Dungeon Red Team* and *Blue Team* will be out in Japan before Christmas, so that probably means a release over here for Easter 2008. Well, at least that gives us more time to complete all the missions... those dungeons are huge!

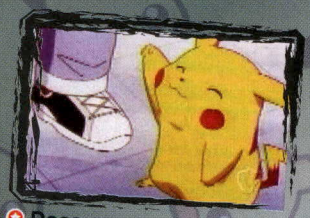
VOLUME 2



POKÉMON EPISODE GUIDE

#106 – Pokémon Water War

Rather than travelling from island to island, in this episode Ash and his band of merry Pokémon trainers decide to see the sights of one of the larger islands around. Things aren't peaceful for long, though, as they come across a warehouse on fire, being put out by Wartortle. The fire chief takes them back to the station, but Team Rocket are never too far behind!



Does anyone know why Team Rocket want Pikachu so much? Answers on a postcard, please!

Ash checks the firefighting Pokémon on his Pokédex and discovers they are Wartortle.

At the fire station they discover that Wartortle and Blastoise are trained in firefighting.

Ash's Squirtle is upset about not being able to help put out the fires, but he is a cool dude.

To prove his worth again, Squirtle challenges the firefighting Pokémon to a race.

But Team Rocket attack and take Squirtle and Wortortle away, along with Pikachu... again!

With the Pokémon attached to a net under their balloon, Team Rocket make their escape.

Venonat is sent on a scouting mission to find out where Team Rocket are hiding the Pokémon.

With the hiding place discovered, Ash and fireman Aiden prepare to attack Team Rocket.

Meanwhile, there's another fire to be fought in the city. Luckily, Staryu and Marill on the case.

Ash and Co look on in horror as the building starts to collapse, endangering a little boy.

With another fire safely put out, and Team Rocket sent packing, it's the end of another perfect Pokémon day.

Have you seen this episode? Tell us which is your favourite!

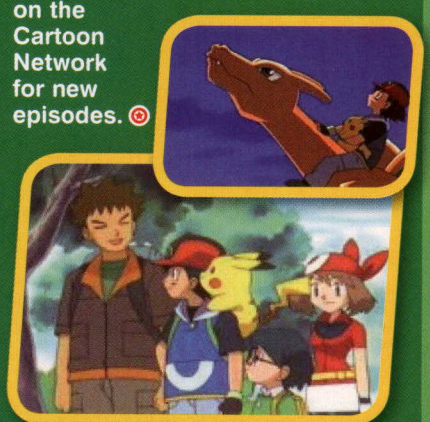
WHAT'S ON TV?

SKY ONE

POKÉMON ADVANCED CHALLENGE

Weekends, 7 am

You can catch up with the adventures of Ash and co every weekend on Sky One. This month when Ash and friends meet up with a powerful Seviper in the woods, he sees a chance to put his new Treecko to the test. Plus Ash tries to stop a mansion being destroyed as it would leave the many Shroomish who live there homeless. Also keep an eye on the Cartoon Network for new episodes.



If you want some Pokémon action, Sky One is about the only place on UK TV.

BIG NEWS!! トナトク!!

WEB WATCH

More interesting tidbits from around the Japanese t'internet...

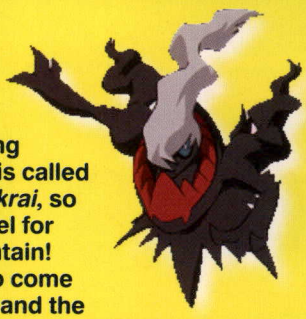
BOX OFFICE HIT

Guess what brand name made it to number seven in Japan's top ten grossing movies of 2006? Yup, Pokémon! *Pokémon Ranger And The Prince Of The Sea* clocked up ¥3.4 billion (that's a whopping £14.5!). *Destiny Deoxys* and *Lucario And The Mystery Of Mew* have both had similar success in the past.

WWW.EIREN.ORG/BOXOFFICE_E/INDEX.HTML

COOL DARKRAI ART

Pokémon number 491, Darkrai is going to be joining Palkia and Dialga in the tenth Pokémon movie, currently finishing production in Japan. It is called *Dialga Vs Palkia Vs Darkrai*, so you can kind of get a feel for what this movie will contain! The film is scheduled to come out in Japan on 14 July and the official website has been updated with some new artwork of the mysterious Darkrai. Check it out!



WWW.POKEMON-MOVIE.JP

10TH MOVIE STILLS

BATTLE REVOLUTION

There's some new pics and info on *Battle Revolution* on the Japanese Pokémon website. Let us know what it's all about when you've worked it out! Thanks.

WWW.POKEMON.CO.JP/GAME/WII/PBR_SP/

SUPER POWERS

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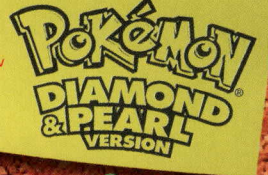
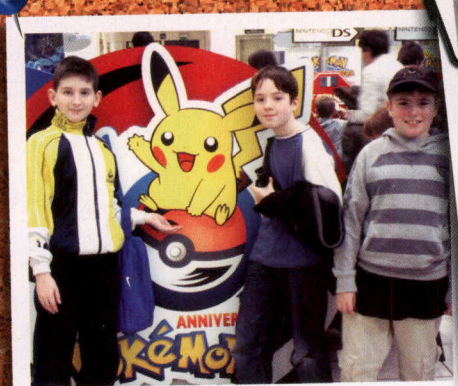
POKéCHAT

I would like to say I absolutely Love this magazine and I can't wait for more info on the next Pokémon games, Diamond and Pearl. I'm hoping to save up for a Nintendo DS Lite so that I can get the new games by the time they come out, near the summer. ... and by the way my favourite Pokémon are: Suicune and Lugia. From Sophie Russell

Thanks for your letter, Sophie. You think Suicune and Lugia are your favourite Pokémon right now, but why not flip over to page 12 where you'll find the English names for the 107 new Pokémon in Diamond & Pearl. There might be a new favourite in there for you!





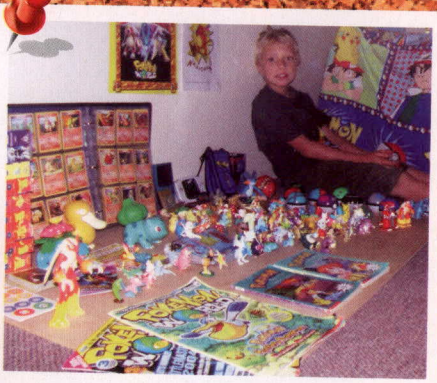
Hi, my name's Nathan Black. I visited the Pokémon 10th Anniversary Tour in Glasgow with my friends Euan and Jordan and we all had a fabulous time!

There were quizzes, reviews, DVDs and tables to play the trading card game on. We stayed for three hours and I could have stayed loads longer!

Pokémon Ranger is turning out to be a good game, though not as good as the Gem series or Mystery Dungeon. You are in a world plagued with natural disasters and, wanting to help, become a Pokémon Ranger. You get your partner Pokémon, (Minum for boys, Plusle for girls) and a Capture Styler. The aim of the game is to catch Pokémon using the Capture Styler (by drawing circles around the Pokémon – not as easy as it sounds, they dodge you and even attack you!) and use them to clear obstacles or help catch another Pokémon. Also, when you catch a Pokémon its info is recorded in the styler, so you still have to 'catch 'em all'. It shows a whole new side of Pokémon! From Andrew Smith, age 13 and Laura Smith, age ten from Liss

In a previous magazine, you published the forum: coolkyogre.proboards101.com. I wondered if you could publish my forum. It is totalugia.proboards91.com. I am a member of coolkyogre's forum and he is on my forum and I am looking for more members. Both our forums are Pokémon, but each have their differences. My forum is a bit dormant right now and I hope with your help, I can change all that. By the way, I highly recommend www.proboards.com to anyone who wants to make their own forum. I made many friends on mine, one of which I have met in real life! From Jennifer

Your wish is granted Jennifer, hope you get lots of people logging on and joining in!



My name is Noah and I live in Australia. I absolutely love Pokémon and my favourite is Marowak. I love your magazines and look forward to every issue.

Pokémon World
Google
PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl
FROM THE FORUM
Xo_Bonny_oX says:
Which is the cutest? Vulpix, Houndour or Growlithe?
Utack and Swampy says:
D. None of the above
Xo_Bonny_oX says:
Lighten up, don't answer if you dont like any.
Utack and Swampy says:
Houndour then, what could be cuter than being covered in bones on your exterior body? Just like cuebone!
Officer Jordan says:
I like Growlithe the best... Growlithe look fluffier than Vulpix and Houndour because of their big fur tufts... and the whole 'tiger stripe' design makes it appeal to me. Vulpix and Houndour just don't do it as much.
Anime Girl says:
Vulpix of those three, Eevee altogether.
Suppi says:
Vulpix... then Growlith and the Houndour. I don't think Houndour is 'cute', but it's cool xD
JOIN IN THE CHAT AT... PKMNNET

I want to you to meet my best friend Alice and I! We are both mega obsessed with anything and everything Pokémon. We love reading Pokémon

World and are the first to the newsagents every time it comes out. Our collection fills the lounge! From Will Turner and Alice Fenney

Just wanted to point out that Serebii.net is based in the UK and not the USA as said by your Pokémon World Issue 64. Secondly its in Bournemouth where you make your magazine, now how did you get that wrong? lol
From James Charlesworth

Whoops! Thanks for pointing that out, James!

Hi, I collect your magazines and I love them. Please can you send me a copy of the Pokémon board game? From Daniel Boyd

Err, we don't have any board games to give away! We found this Monopoly game though, why not ask for it for your birthday?

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon Collection? Or simply want to get something off your chest? Write to us at this address:
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Richmond House, 33 Richmond Hill,
Bournemouth, BH2 6EZ or email:
pokemonworld@imagine-publishing.co.uk

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Pokémon Diamond & Pearl Version

Pokédex Update!

Hey, look at this! We've got all the English names for the 107 new Pokémon. Better start learning them!

We've given you the name, number and description of each Pokémon. The names are colour-coded to their main type.

Turtwig 387
Description: The shell on its back, which is made of soil, grows even stronger when it absorbs water. It lives in areas that are close to lakes.

Grotle 388
Description: It lives along water sides in forests. During daytime, it goes outside of the forests to let the trees on its shell take in sunlight.

Prinplup 394
Description: Each colony is founded by one of its kind only. Each Prinplup considers itself to be the greatest one.

Empoleon 395
Description: The three horns that extend from its beak is a test to its power. The leader has the biggest horns.

Starly 396
Description: These Pokémon move in numerous flocks. Their bodies are small, but their wings are very strong indeed.

Staravia 397
Description: They hover over forests or plains to hunt for bug Pokémon. These Pokémon move in big flocks.

Staraptor 398
Description: A Pokémon with a fierce nature. It will boldly challenge foes even if they are bigger than it is.

Luxio 404
Description: An electric current flows out from its claws and it causes foes to faint in one shot. It lives in groups consisting of several members.

Luxray 405
Description: It has eyes that can see through everything. It spots and catches prey hiding in shadows.

Budew 406
Description: In winter, it survives the cold by closing its bud. When the spring arrives, it opens up its bud to disperse pollen.

Roserade 407
Description: It attracts prey with a sweet aroma, then downs it with thorny whips hidden in its arms.

Cranidos 408
Description: It lived in dense forests about 100 million years ago. Its skull bone is hard like iron.

Mothim 414
Description: It loves flower honey. The Mothim snatches honey collected by Combee to eat.

Combee 415
Description: It carries collected honey back to its living place. At night, many Combee pile up to form a beehive and sleep.

Vespiquen 416
Description: Its body became the hive of the young ones. It then nurses the young ones with the honey collected by Combee.

Pachirisu 417
Description: It hides its favourite berries together with furballs that are stored with static electricity in tree holes.

Buizel 418
Description: The floater around its neck stores air and inflates like a life saver. It floats with its head above the water surface.

Ambipom 424
Description: It uses its two tails to skillfully extract berries from their shells and eat them. Because of this, it seldom uses its real arms anymore.

Drifloon 425
Description: The souls of humans and Pokémon solidified to form this Pokémon. It loves the damp season.

Drifblim 426
Description: It floats in a half-asleep state during the day, but moves in big groups during the night. No one knows what their destination is.

Buneary 427
Description: It vigorously extends its rounded ears to slam them into the foe. Even adults will jump in pain.

Lopunny 428
Description: A very wary Pokémon. When a Lopunny senses danger, it covers its body with the fur at the fluffy tips of its ears.

Stunky 434
Description: It protects its body by shooting off a secretion from its rear that is very foul smelling. The stink will not go away for 24 hours.

Skuntank 435
Description: It attacks by shooting off a foul smelling secretion from the tip of its tail. Its shooting range is over 50 metres.

Bronzor 436
Description: Items that highly resemble Domirror have been unearthed at old graveyards, but their relationship is unknown.

Bronzong 437
Description: It possesses moves to summon raincloudsand cause rain to fall. It has been respected as the god of harvest by people.

Bonsly 438
Description: Although it always appears to be crying, it is actually secreting tears to regulate the water content in its body.

Gabite 444
Description: It is believed since ancient times that medicine made from the scales of Gabite can heal incurable diseases.

Garchomp 445
Description: It looks like a jet plane when it folds up its body and extends its wings. It can fly at the speed of sound.

Munchlax 446
Description: For once each day, it eats an amount of food that is equivalent to its body weight in one go. It's almost as if it swallows everything in one bite.

Riolu 447
Description: It calls out to its companions with the pulses given off from its body when it is scared, sad or in danger.

Lucario 448
Description: It has the ability to sense the auras of all things. It also understands human speech.

Toxicroak 454
Description: The spikes on its fists secrete a powerful poison, which can be life threatening even just through a simple scratch.

Carnivine 455
Description: It lures prey into its big jaws with its saliva that has a sweet smell, then crunches down on them. It eats the prey within one day.

Finneon 456
Description: When it is showered with lots of sunlight, the pattern on the fins of its tail deepens and shines with a sharper colour.

Lumineon 457
Description: It lives somewhere in the deep seas. It lures its prey by flashing the patterns on its four fins.

Mantyke 458
Description: It uses its two feelers to catch plankton floating in the sea water. This Pokémon adores people.

Rhyperior 464
Description: It stuffs rocks into the holes in its palms, then shoots them out with the power of its muscles. On rare occasions, it will fire off Geodudes.

Tangrowth 465
Description: It extends its arms and shoots out vines of plants to entangle its prey. It isn't concerned even if its arms are eaten.

Electivire 466
Description: It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of powor.

Magmortar 467
Description: It shoots 2000°C fireballs from its hands. It lives in volcanic craters.

Togekiss 468
Description: It will not appear in places where disputes are started. It has not been seen lately.

Porygon-Z 474
Description: Although programs were added to make it surpass other Pokémon, it began to behave strangely.

Gallade 475
Description: It fights with the blades on its extendable and retractable elbows. An expert in using swords, and a Pokémon who follows strict manners.

Probopass 476
Description: Its entire body gives off magnetic pulses. Its three appendages are called dwarf noses.

Dusknoir 477
Description: The antenna on its head receives transmissions from the spirit world. It takes human apprentices along with it to the spiritual plane.

Froslass 478
Description: It blows cold air of -50°C to freeze its enemies. Its torso actually seems to be hollow.

Palkia 484
Description: It has the ability to distort space. It is described as a deity in Sinnoh-region mythology.

Heatran 485
Description: It lives at the crater of a volcano. It crawls around by digging its cross-shaped claws deep into the walls or ceilings.

Regigigas 486
Description: A legend that has been passed down says this Pokémon dragged a continent into movement by pulling on a rope.

Giratina 487
Description: A Pokémon said to live in the world beyond this one. It appears at ancient graves.

Cresselia 488
Description: When it flies, particles of light emanate from its veil-like wings. It is called the embodiment of the crescent moon.

Torterra
Description: Small Pokémon occasionally gather on its unmoving back to begin building their nests.
389

Chimchar
Description: It climbs up cliff walls agilely and lives on top of rock mountains. The Chimchar's flame goes out when it is asleep.
390

Monferno
Description: It scares off its attacking foes by extending the flame on its tail to make its body look bigger.
391

Infernape
Description: It uses a special kind of martial arts involving all its limbs. Its fire never goes out.
392

Piplup
Description: It has great pride and hates to accept food from people. Its long feathers keeps it from the cold.
393

Bidoof
Description: It has nerves of steel and is not perturbed by anything. Contrary to its appearance, it is very quick to act.
399

Bibarel
Description: It builds its home by blocking rivers with dams made by berry trees or mud. The Bibarel is known to be a hard worker.
400

Kricketot
Description: It shakes its head back and forth, beating its feelers together to make xylophone-like sounds.
401

Kricketune
Description: It crosses its knife-like arms in front of its chest when it cries. It makes impromptu melodies.
402

Shinx
Description: Its entire body flashes when it detects danger. It grabs the chance to escape when the foe is temporarily blinded.
403

Rampardos
Description: Its fierce headbutt attacks have the power to shatter anything in one hit no matter how tough it is.
409

Shieldon
Description: A Pokémon that lived in dense forests about 100 million years ago. The skin on its face is very hard.
410

Bastiodon
Description: It can deflect any attack that comes from the front. It eats grass or berries, and has a gentle nature.
411

Burmy
Description: To protect itself against the cold wind, it makes a coat from materials like twigs or fallen leaves to cover its body.
412

Wormadam
Description: When it evolved from Burmy, its coat became part of its body. The coat will not come off in its entire life.
413

Floatzel
Description: It floats with its well-developed floater. This Pokémon is known to assist in saving drowning people.
419

Cherubi
Description: The nutrients needed for evolution are stored inside the smaller berry. It is very sweet and very delicious.
420

Cherrim
Description: It blossoms when the sunlight is strong. It releases the pent-up anger during the state of a flower bud in one go.
421

Shellos
Description: It is known to have different appearance and colour depending on its habitat. Two forms have been confirmed to exist in the Sinnoh region.
422

Gastrodon
Description: It has a soft and boneless body. Its damaged body parts heal and recover immediately.
423

Mismagius
Description: After hearing its cries, which sound like spells, the foe will suffer from headaches and hallucinations.
429

Honchkrow
Description: It becomes active when night falls. It is known to bring numerous Murkrows with it to create a flock.
430

Glameow
Description: Although it flashes its claws when it dislikes something, it is loved for its nature of occasionally extending its neck to charm.
431

Purugly
Description: It will casually enter the homes of other Pokémon and brazenly make it its own sleeping place.
432

Chingling
Description: It emits cries by shaking the bellar orbs around its neck. It moves by bouncing lightly.
433

Mime Jr.
Description: It has the habit of mimicking its foe's movements. It is said that the mimicked foe is unable to look away.
439

Happiny
Description: It likes white round objects. It imitates Chansey and carries around a stone that is very similar to an egg.
440

Chatot
Description: It learns people's words. When several of them gather in one place, they all learn the same words.
441

Spiritomb
Description: A Pokémon born from the assembly of 108 spirits. It is sealed in the cracks of the Crucial Stone.
442

Gible
Description: It lives in small tunnels of caves. It swiftly jumps out to catch prey when they come near.
443

Hippopotas
Description: It lives in very dry lands. This Pokémon secretes sand particles from its body instead of sweat.
449

Hippowdon
Description: It blows out the sand stored within itself through the holes on its body to create huge twisters for attack purposes.
450

Skorupi
Description: The claw on its tail clamps onto prey to inject poison. It will stubbornly not let go of its grip until the poison takes effect.
451

Drapion
Description: The claws on its two arms have the destructive power scrap cars completely. The tips of its claws secrete poison.
452

Croagunk
Description: It has poison pouches in its cheeks. It stabs its fingers, which ooze a powerful poison, into the unguarded areas of its foe.
453

Snover
Description: It lives in snowy mountains. Only rarely does it go near the scarcely encountered humans.
459

Abomasnow
Description: It lives in the perpetually snowing mountains where it starts up blizzards. It is the actual identity of the abominable snowman.
460

Weavile
Description: This Pokémon lives in cold regions. Working in groups of four or five, they chase down the prey with brilliant teamwork.
461

Magnezone
Description: It evolved from exposure to a special magnetic field. Three units generate magnetism.
462

Lickilicky
Description: It wraps anything with its rapidly extending tongue. One who approaches it carelessly may result in getting covered in its sticky saliva.
463

Yanmega
Description: When it flaps its wings, the shockwaves created can cause lethal damage to the internal organs of the foe's body.
469

Leafeon
Description: In order to carry out photosynthesis like a plant, Leafeon's surroundings are filled with clean air.
470

Glaceon
Description: The hair over its entire body are frozen and sharpened just like needles. It uses this as a means to protect itself from the enemy.
471

Gliscor
Description: It observes its prey by dangling on tree branches with its tail. It attacks from the sky above when it spots a chance.
472

Mamoswine
Description: The imposing tusks are made of ice. Its numbers diminished when the Ice Age ended and the climate turned warm.
473

Rotom
Description: It has a body made of plasma. It is known to slip inside electrical appliances and make mischief.
479

Uxie
Description: It is called the god of knowledge. It is said to possess the power to erase the memory of those who have seen it.
480

Mesprit
Description: It taught human beings the pain of sorrow as well as the treasure of joy. It is called the god of emotion.
481

Azelf
Description: It is called the god of will. It sleeps continuously at the bottom of the lake in order to maintain the world's balance.
482

Dialga
Description: It has the power to control time. The Dialga appears in Sinnoh-region myths as an ancient deity.
483

Phione
Description: A Pokémon that lives in warm seas. It inflates the bladder on its head and drifts between waves in search of food.
489

Manaphy
Description: Born on a cold seafloor, it will swim great distances to return to its birthplace. 80 per cent of its body is water.
490

Darkrai
Description: It possesses the power to lure people into deep sleeps and show them dreams. It is active on nights of the new moon.
491

Shaymin
Description: Although it lives in flower fields, it curls its body up like a flower and therefore people seldom pay notice even when they see it.
492

Arceus
Description: It is painted in myths as the Pokémon who used its thousands of skills to create the world.
493

Are you finding life rough in the Fiore region? Not sure where to head next on your Pokémon Ranger quest? Well, you've come to the right place! We've compiled a bunch of strategies together for the brilliant Pokémon Ranger, all of them from letters Professor Yew has received. See if they can help you!

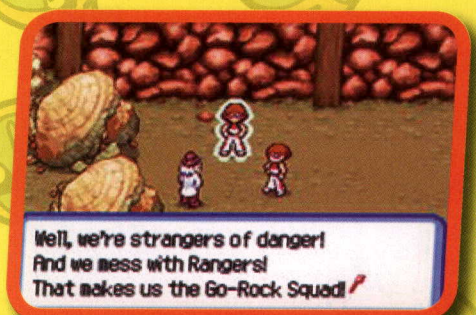
Q. I'm finding it very tricky to pick up all the parts of the Aquamole in the Olive Jungle, do you have any help you could give me? *Sarah, Nottingham*

A. Oh yes, that pesky Mechanic doesn't like bugs at all, does he? He must accompany you to pick up the parts of the Aquamole, but if he sees a bug he will run for his life! The best strategy here is to forget about capturing Pokémon in the main, just concentrate on getting past them and finding the parts. You will find them at the end of the Olive Jungle. It's better to wait until the Pokémon are as far away from you as they get, then run past them. Once you exit this section they will stop chasing you.

Sometimes you just have to forget about picking up Pokémon and run for your life! The best way to get past the pesky monsters is to wait until they're the other side of the screen.

Q. What is the best way of dealing with the Camerupt found in Mission Five: Clear The Rockfalls? It's a bit tough for me! *Simon, Colchester*

A. Well, by this time you will be a five rank Pokémon Ranger, so you should know all the basics of the game really well, unless you've got through on luck alone! The objective of this mission is to clear Krokka Tunnel so that the residents of Fiore can safely pass through. On encountering Tiffany from the Go-Rock Quads though, you will be faced with the Camerupt, as this is her idea of a tough challenge for you! What you need to defeat this Pokémon is a Water Pokémon. If you don't have any with you, do you remember coming though a cavern full of Poliwhirl and Zubats? Well, head back there and grab yourself a Poliwhirl. This Pokémon will have a Bubble PokéAssist that you can use against the Camerupt – it turns the Pokémon to steam, solving your problem.



The Go-Rock Squad and Go-Rock Quads really make your life tough in Ranger, like the Camerupt that is unleashed by Tiffany.

Q. Do I need to collect all the Pokémon I encounter on each mission to properly complete the game? *David, Somerset*

A. No, not really. Unlike other Pokémon games, *Pokémon Ranger* is more about completing the missions laid out before you than actually 'catching 'em all', but you can treat collecting all the Pokémon as an interesting side mission if you like! If you want to complete your Ranger Pokédex, the thing to do is ensure you capture each Pokémon as you come across them in the game – give everything you've got to tick them off your list. If you don't, chances are you won't come across them again for a long time. The choice is yours – catch 'em all or stick to the missions. If we know our Pokémon-mad readers, though, you'll all be wanting to find every Pokémon out there!

Q. Do you have a complete list of the special missions hidden in Pokémon Ranger? *Henry, Dublin*

A. Yes, there are lots of special missions in the Ranger Net section, opened up once you have completed the main Story Mode. You access them like this...

MISSION 1: GAIN DEOXYS'S TRUST?!
This first mission is instantly available once you have unlocked the Ranger Net mode by completing the game.

MISSION 2: RESCUE CELEBI!
You have to complete the Deoxys mission above before the Celebi mission is selectable.

MISSION 3: FIND MEW, THE MIRAGE!
In a similar vein – you must complete the Celebi mission to unlock the Mew mission.

There are plenty of missions in *Pokémon Ranger* to keep you going until *Diamond & Pearl* turns up.

PASSWORD ENTRY
Now comes some Pokémon trickery! On the main Ranger Net screen press R, X and Left on the D-pad together and you should unlock the Password Entry mode.

MISSION 4: RESCUE THE PRECIOUS EGG!
A-ha! This is where the Password Entry mode comes into play. Enter the password for the Manaphy Egg (P8M2--9D6F--43H7) to get started on this very special mission.

WATCH/TRANSFER MANAPHY
Once the Manaphy Egg Mission has been completed, you can watch Manaphy in action and transfer the little Pokémon to Pokémon Diamond and Pearl – once they've been released!

Q. Have you been to the Fiore Temple and defeated the Go-Rock Boss? It's a really hard battle. What is the best way of beating the three Legendary Pokémon? *Nick, Ludlow*

A. Ah yes, Entei, Raikou and Suicune together do make a formidable team to defeat. It's all about the preparation for battles like this. Don't even enter this battle without a Golem, Vaporeon, Grovyle, Raichu and Donphan in your party. You must type-match the Pokémon in order to win.

You don't need to catch all the Pokémon to complete the game.

RAIKOU
This tricky monster will come at you with a bunch of haphazard attacks that look like they have no pattern. Hit it with a Ground Poké Assist and then watch carefully – its movements will slow down, giving you the chance you need.

SUICUNE
Just to confuse you, Suicune will create an optical illusion and split into three versions of itself. Only one is the real Pokémon though, so battling the others is a waste of time and energy. Take Grovyle and use a Grass PokéAssist to cut Suicune down to size.

ENTEI
This fiery Pokémon makes the most of its type by spewing out fire and making the battle area hazardous. Try a Water PokéAssist to put out its fires and follow up with a Discharge to stun it and a Ground PokéAssist. This should sort him out!

TIPS + STRATEGIES

Q. How do I know when I need to use a Field Move and have you any tips for using them? *Noah, London*

A. When a Field Move is the way forward, tapping on an object nearby will make it appear in the top screen. The info box will tell you which Field Move you will need to use out of the nine. In the early stages of the game, the Pokémon you will need to help you is bound to be nearby, so have a scout around. Later on as things toughen up you will have to search further afield. Here they all are...

TACKLE
If something needs to be shaken or budged, this is the move you need. It can knock Pokémon out of trees with this.

BURN
Getting past logs and hay bales will require a Burn Field Move, and most of the Fire Pokémon can perform this.

GUST
Some of the rarest Field Moves are the Gust ones, using it will knock over plants to reveal unseen Pokémon. When you've got a Pokémon with gust, it's best to keep hold of it!

RECHARGE
All Electric Pokémon can perform this useful move – it recharges your Capture Styler by the same amount of move icons that Pokémon has – one, two or three.

CROSS
Certain places in the game will need a Cross Field Move, but not many Pokémon have this one in their arsenal. Try Ivysaur or Bulbasaur, they're your best bet.

CRUSH
You can tell a boulder, wall or rock that can be crushed, it will be made up of a certain pattern. The best Pokémon to use here are Machoke or Hariyama.

SOAK
Fires can be put out and lava patches cooled with a good soaking. You can also use this to revive dried out vines, then you can climb them to access previously inaccessible areas.

FLASH
This is a Field Move unique to one Pokémon – Staryu. When it performs the move it will light up entirely dark areas.

CUT
Slicing with their claws, some Pokémon can perform the Cut Field Move. It's useful for hacking up fences or cutting up shrubs.

Always keep a close eye on the Pokémon that you encounter – you might need to go back and capture them to help you out of a tricky spot!

Q. Can you please explain about the different types of Pokémon and how they will help me in a battle? *Stacey, Brighton*

A. When you call a Pokémon into battle, you do so to use their abilities to help defeat the boss you're battling or capture the Pokémon you're after. Here are the more useful ones...

BUG
Using this Battle Ability will trap your opponent inside the lines you've created with your Capture Styler.

DARK
Using this ability will increase the length of your Capture Styler line.

FIGHTING
With this ability active, each time you create a fully closed line, it will take two HP points instead of one from your opponent.

FIRE
A great one this – when you've created a complete line around your opponent, explosions are set off making it hard for them to retaliate.

FLYING
This ability will create gusts of air that will lift an opponent off the ground for a short time.

GHOST
Spooky stuff! On completing a line around your opponent, ghosts come along and stun everything that is inside the circle.

GRASS
Predictably, using this Battle Ability will create a line of grass around your opponent. Useful if they are particularly affected by grass!

GROUND
Want to keep an opponent from crossing the battle screen? Ground will smash up the ground and stop them in their tracks.

ICE
Similar to ground, but this time patches of ice are created, freezing the opponent if it touches them. A chilly foe is easier to kill!

WIN! WIN! WIN!

WIN! A NINTENDO DS & 6 SPONGEBOB GAMES!

An ancient evil known as 'Mawgu' threatens to take control of Volcano Island, and it's up to our Nickelodeon heroes to defeat him. Join SpongeBob SquarePants, Timmy Turner and Danny Phantom, along with new recruits Patrick Star, Sandy Cheeks and Samantha Manson for an all-out battle on Volcano Island! To win a DS and a copy of this great new game from THQ just send your answer to the question by email to pokemonworld@imagine-publishing.co.uk or post it to our usual address clearly marking your letter 'SpongeBob Compo'.

In SpongeBob and Friends: Battle for Volcano Island, who is the 'ancient evil'?

A. Patrick Star
B. SpongeBob
C. Mawgu

Put your name, address and age on your entry and get it to us by 28 June (or it'll be too late and we'll probably just throw it in the bin). Best of luck, SpongeBob fans!

Competition Rules
1. All entries must be received by 28 June 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.
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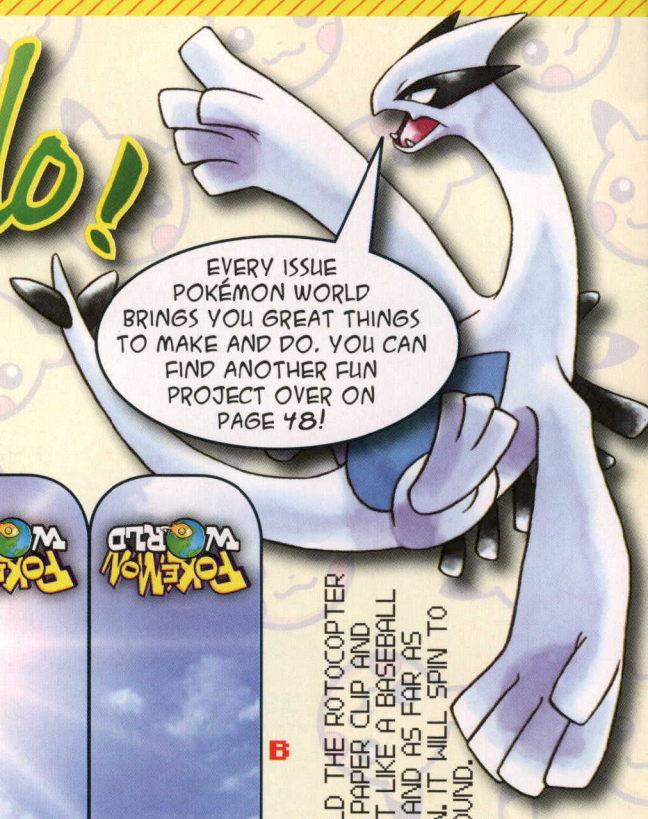
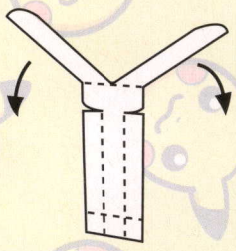
MAKE and do!

Ever wondered who is faster - Latios or Latias? Well now you can find out! Follow the instructions to make yor own Pokémon World Rotocopters then throw them in the air or out of a window to race them!

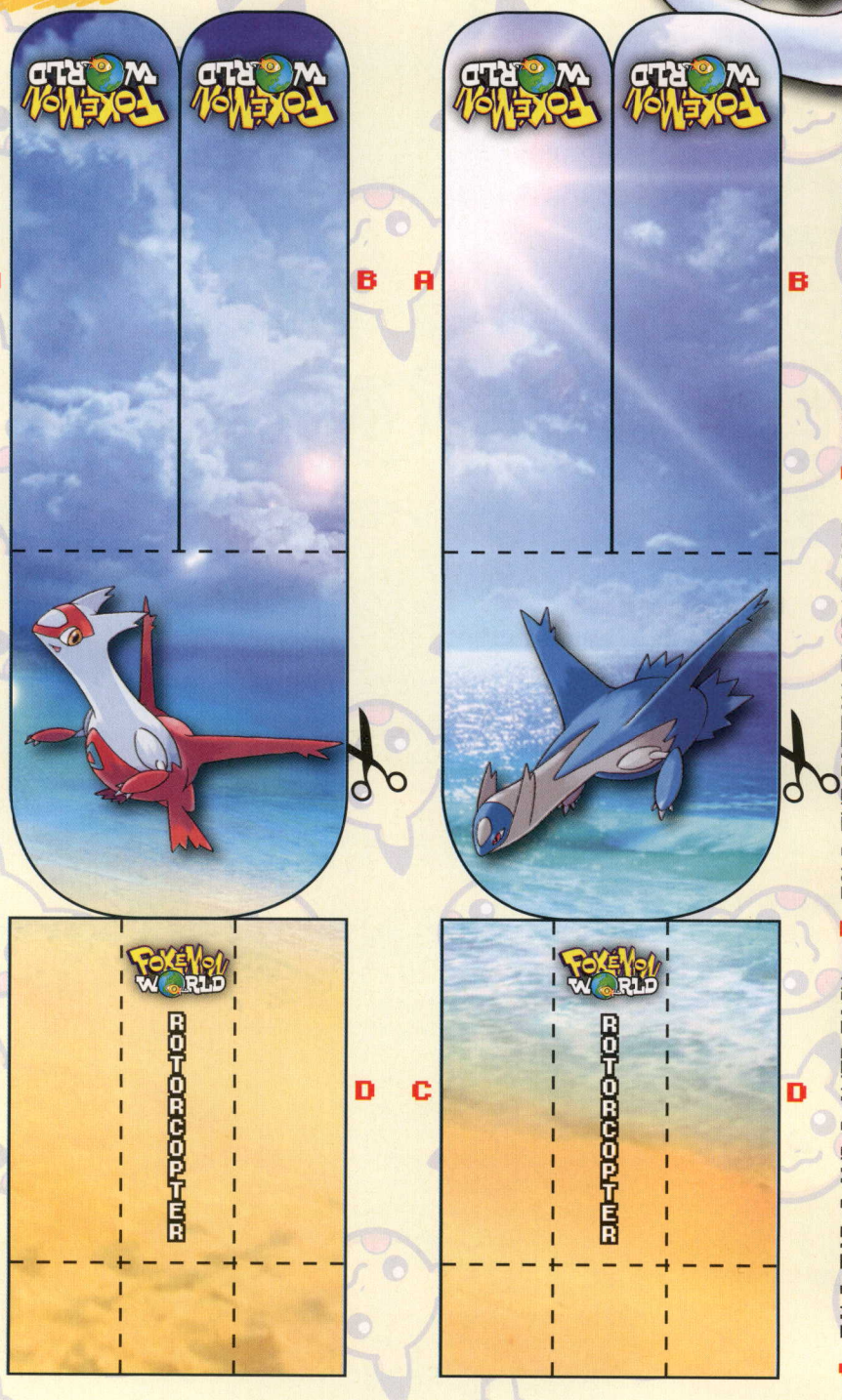




1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.

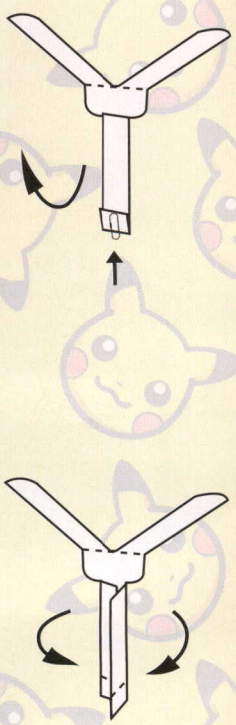
2. CUT ALONG THE SOLID LINES AND FOLD ALONG THE DOTTED LINES.

3. FOLD FLAP A TOWARDS YOU. FOLD FLAP B AWAY FROM YOU.



4. FOLD TAB C AND D OVER EACH OTHER SO THAT THEY OVERLAP.

5. FOLD THE BOTTOM FLAP UP AND PUT A PAPER CLIP ON IT.



6. NOW HOLD THE ROTOCOPTER BY THE PAPER CLIP AND THROW IT LIKE A BASEBALL AS HIGH AND AS FAR AS YOU CAN. IT WILL SPIN TO THE GROUND.

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SHONEN JUMP'S Yu-Gi-Oh! GX

Get The Power of the Duelists from the Yu-Gi-Oh! GX Duel Academy

Ever wondered what cards your favourite Yu-Gi-Oh! GX characters have in their decks to help them win duels? Read on to find out more about Jaden, Aster and Zane and their most awesome cards, and how you can get a competitive deck, too!

Jaden Yuki The Master Duelist!

Jaden is a fun-loving, carefree duelist who showed his awesome talent in season one of *Yu-Gi-Oh! GX*. Although Jaden beat the dreaded Dr Crowler on his first day at the Academy, he still ended up in Slifer Red, the section of the academy for students that don't do well! But Jaden didn't give up, by winning duel after duel he proved himself as an amazing duelist!

Tip! Jaden's dueling strategy is based upon his ability to create fusion monsters from his Elemental Hero cards. In season one of *Yu-Gi-Oh! GX* Jaden used this card combination to beat his opponent, the Shadow Rider Nightshroud:

'Elemental Hero Wildheart' fuses with 'Elemental Hero Bladedge' to summon 'Elemental Hero Wildedge' to the field. 'Skyscraper' boosts 'Wildedge's' attack points to 3600 – sweet! Nightshroud's monsters are wiped out in one turn!

In season two of the *Yu-Gi-Oh! GX* television series Jaden's talent for fusing Elemental Hero's is really put to the test as he 'gets his game on' to save the universe! By using his new Elemental Hero Neos, he can Contact Fuse with Neo-Spacian monsters and unlock hidden power!

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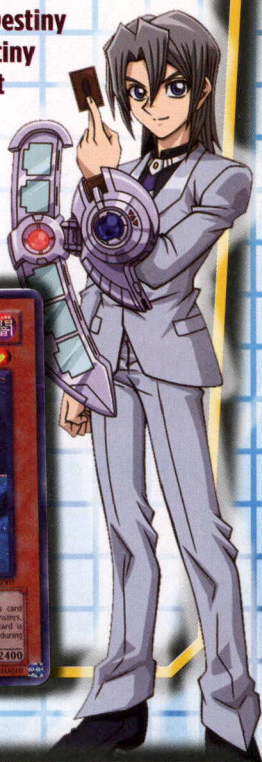
Want to see how it feels to wield the power of the duelists? All these cards and more of Jaden, Aster and Zane's most powerful cards are available with the new Jaden, Aster and Zane Duelist packs, or in the new Yu-Gi-Oh! GX Duelist tins. You can also find out more about your favourite GX Duelists and their awesome cards, by checking out *Yu-Gi-Oh! GX* season two, on Nicktoons now.

NICK toONs

Aster Phoenix The Pro League Duelist!

Aster Phoenix only appears from season two of the TV series. Being new at school is hard for anyone – even if you have cards as awesome as Aster's Destiny Heroes and are already a famous Pro League duelist!

Ever since Aster's father, a card designer, was kidnapped when he was a child, Aster has been driven to become the world's greatest duelist and rid the world of crime, using his father's Destiny Heroes to pursue justice!



Tip!

Use Aster's 'Destiny Hero Malicious', 'Destiny Hero Dasher' and 'Destiny Hero Fear Monger' to special summon a monster to pay your tribute for Aster's 'Destiny Hero Dogma'. 'Destiny Hero Dogma' can cut your opponent's life points in half – and has an attack of 3400!

Zane Truesdale The Dedicated Duelist!

Zane has a deep respect for his cards, and for his opponents in a duel. To Zane a duel is more than a game and his dedication to the art of dueling means that he is the Duel Academy's best Duelist when Jaden first comes to the Academy. As such a talented duelist, Zane is one of Jaden's main rivals in the first season of the *Yu-Gi-O! GX* TV series, and often uses his powerful 'Cyber Dragon' cards in duels.

Tip!

By fusing three 'Cyber Dragons' together, 'Cyber End Dragon' can be summoned to the field. This card has an awesome attack of 4000! If you have the skill to summon this card, your opponent had better watch out!

Your appetite must be well and truly whetted by now, so how about winning yourself one of the brilliant Yu-Gi-Oh! GX Duelist tins? All you've got to do is send a postcard or email in to us – the first ten out of the Publisher's big hat get the goodies!

Send your entry to... pokemonworld@imagine-publishing.co.uk or Yu-Gi-Oh! draw, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ

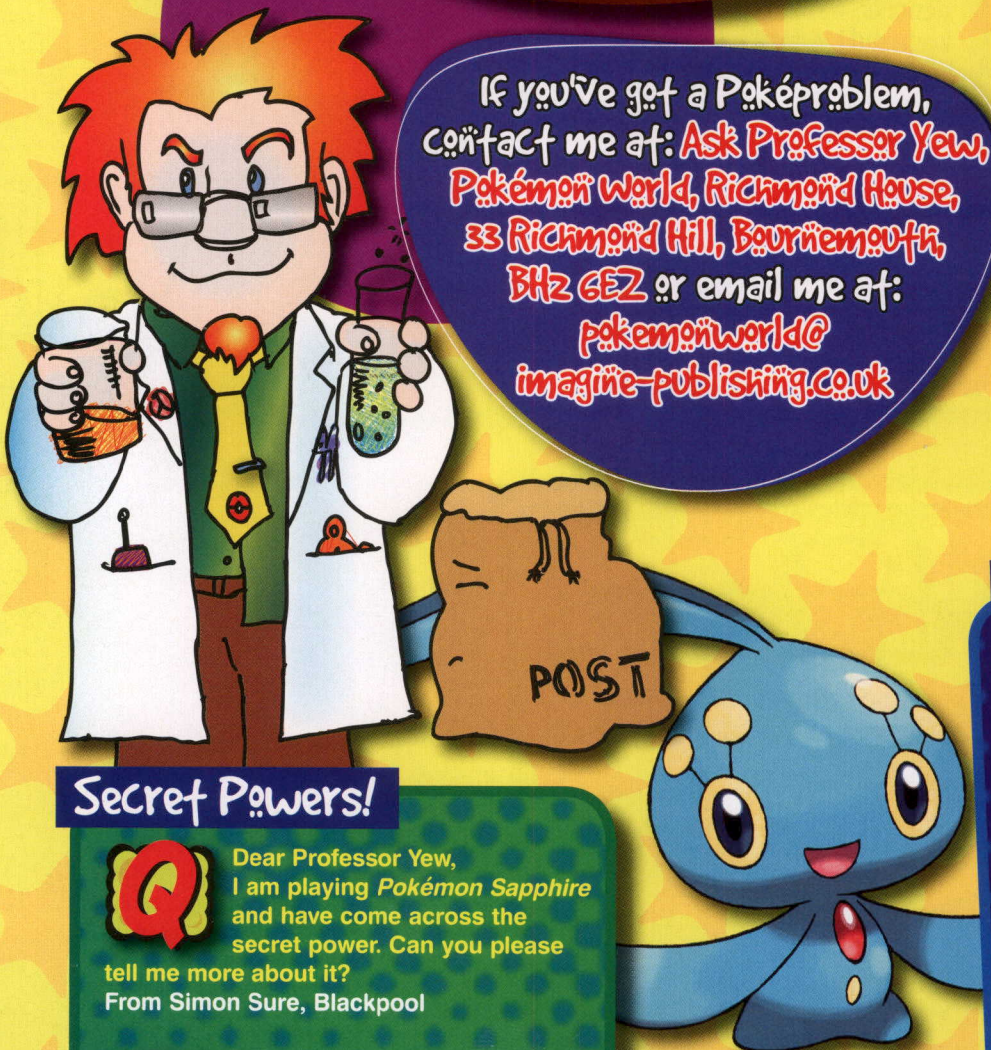
ASK PROFESSOR YEW

If you've got a Poképroblem, contact me at: Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ or email me at: pokemonworld@imagine-publishing.co.uk

Catching 'em all!

Q Dear Professor Yew, Whatever I do, I don't seem to be able to catch all the Pokémon in my *Emerald* game on Game Boy. Any tips you can give me?
From Nathanial Barlow, Whitby

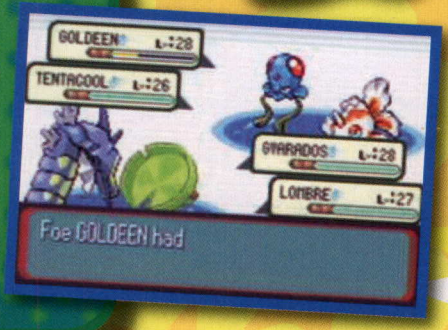
A *Catching Pokémon is a true skill Nathanial, and they don't just come looking for you. Search all the grass you come across – nearly every route has grass that holds Pokémon. Then there's surfing, you'll find lots of watery Pokémon to battle when you do that. Fishing, of course, can be done in all the rivers, lakes and seas around Hoenn and then you must make sure you thoroughly battle your way through the dungeons in the game – these hold many Pokémon. Good luck in your search, Nathanial!*



Secret Powers!

Q Dear Professor Yew,
I am playing *Pokémon Sapphire* and have come across the secret power. Can you please tell me more about it?
From Simon Sure, Blackpool

A *Yeah sure. This power changes depending on the area you're fighting in. In tall grass it can put Pokémon to sleep, in caves is can cause them to flinch, and on dirt tracks the attack can even paralyse your opponent. The type and damage the attack can do doesn't change, just the effect it has. Cool, eh?*



Colosseum Cheats?

Q Dear Professor Yew
My friend told me that he'd heard of a cheat for *Pokémon Colosseum* to give yourself infinite Pokéballs. Do you know it?
From Peter Shaw, Truro

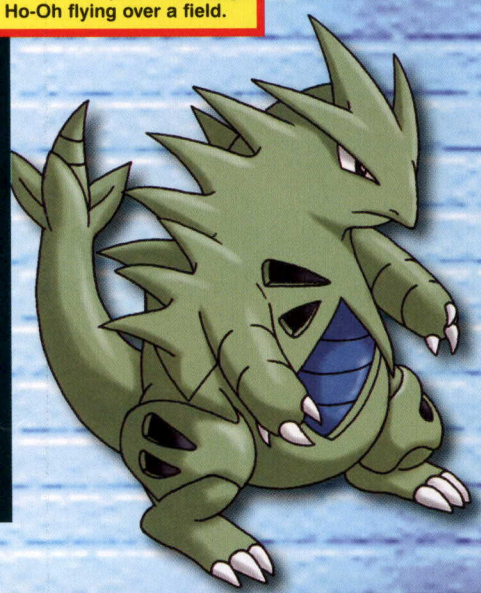
A *Yes, I know the cheat you mean. It only works when you have two Pokémon, a MasterBall and one other type of Pokéball. Use the MasterBall with one Pokémon, now move the other ball to a different location and use this one as you would normally. You should find that after using it, you will still have it in your possession! Freaky or what?*

Pika-Pics

And now it's time for the gallery. Let's see if your picture has made it in this issue...

Send your pictures in to the usual Pokémon World address, marking them 'Pika-Pics'

Rachel Walford, age seven, has done a brilliant pencil drawing of Ho-Oh flying over a field.



This Typhlosion picture has been sent in by Jack Walton, age 11 from Stourbridge. Nice one, Jack!

Lucario is obviously the favourite new Pokémon of Oliver Rogers, age 11 of Oldham. He is a cool monster.

Here's a nice picture done in crayon by James Hodgson, age ten, from Hatfield.

WIN! WIN! WIN!

FINAL FANTASY III

WIN! A NINTENDO DS & 5 FINAL FANTASY GAMES!

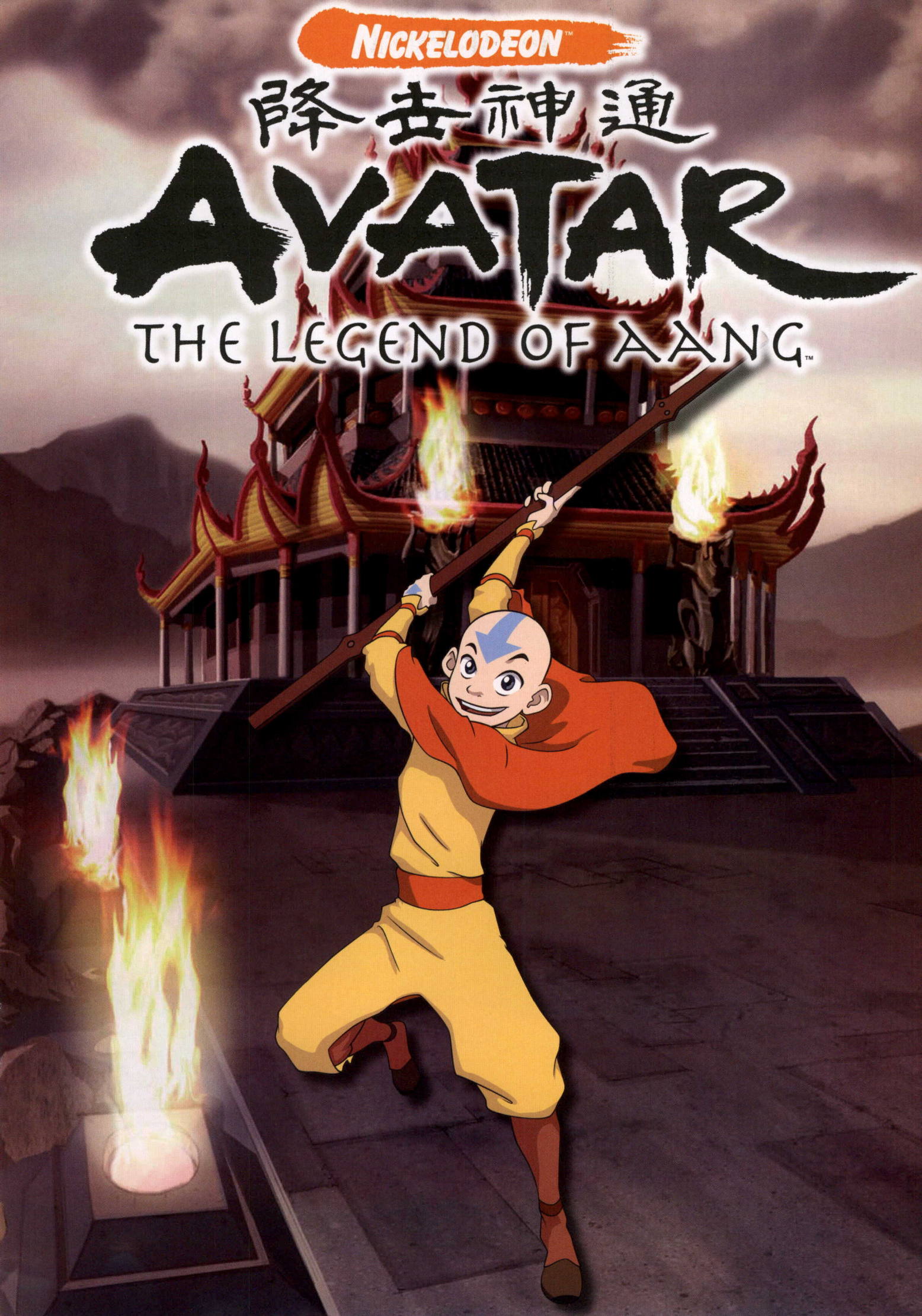
You can read all about the brilliant new role playing game from Square Enix over on page 34 this issue – it's a remake of the classic *Final Fantasy III* and a must for all fans of RPGs. The nice people at Square Enix have given us five copies of the game and a shiny new Nintendo DS Lite to give away to lucky Pokémon World readers. Send your answer to the question by email to **pokemonworld@imagine-publishing.co.uk** or post it to our usual address clearly marking your letter '**Final Fantasy III Compo**'...

What year was Final Fantasy III first released on the Famicom console in Japan?

A. 1985
B. 1990
C. 2001

Don't forget to put your name, address and age on your entry and get it to us by 28 June please. Good luck, adventurers!

Competition Rules
1. All entries must be received by 28 June 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.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THE LEGEND OF AANG

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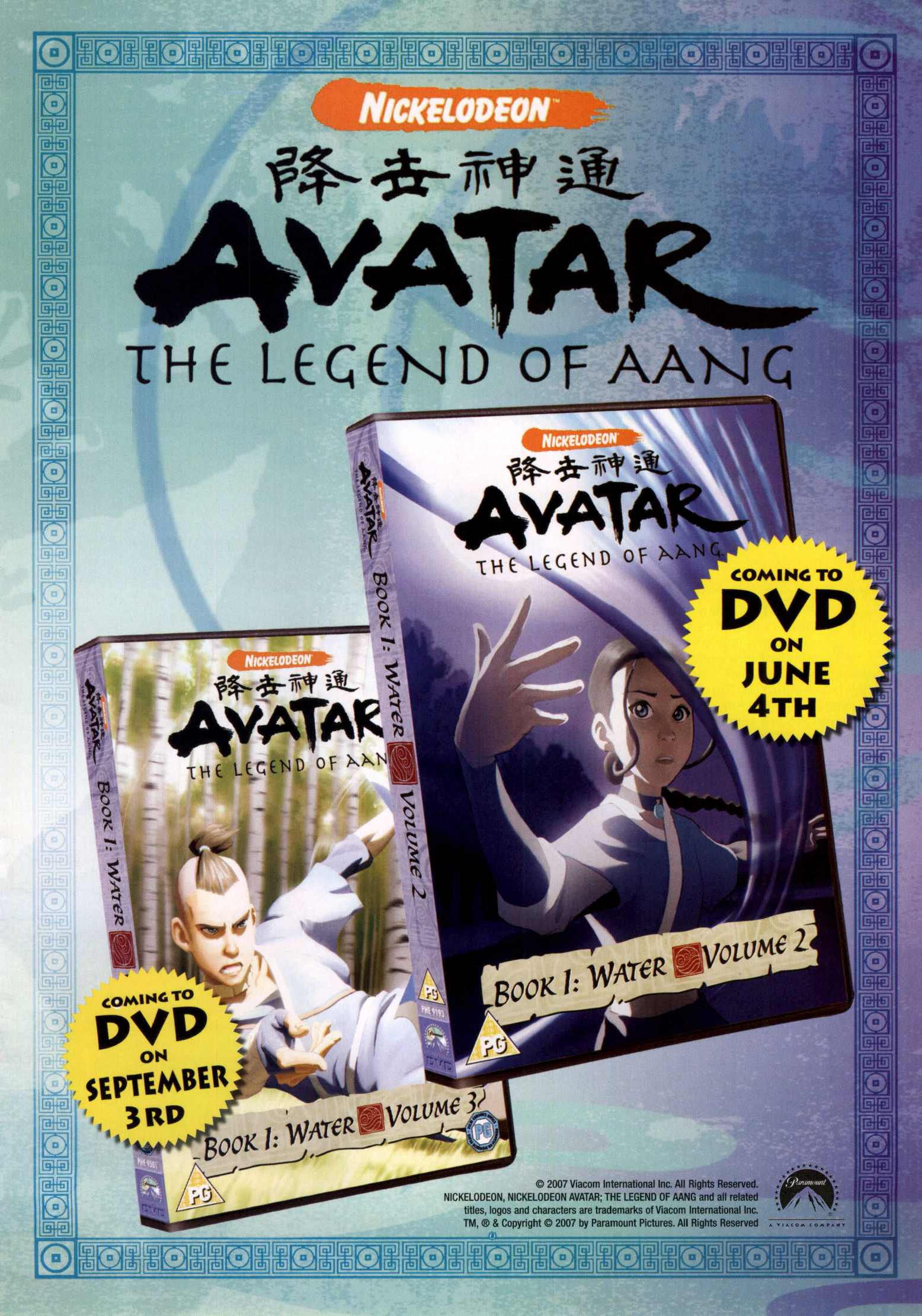

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NEW GAMES PREVIEWED AND REVIEWED ON ALL FORMATS!

VIDEOGAME ISLAND

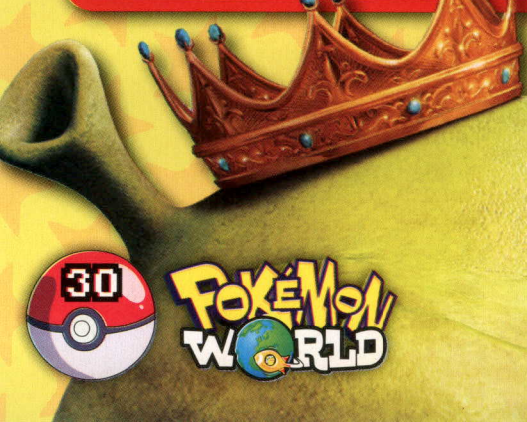
SHREK THE THIRD

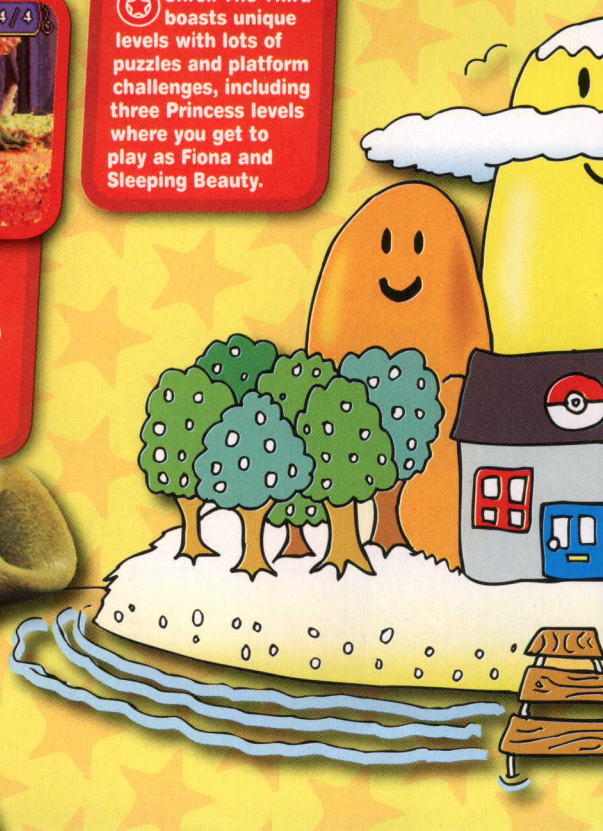
Console	All
From	Activision
Due out	June

The lovable green buffoon Shrek is back this summer with a new movie and a bunch of new games to accompany it. In *Shrek The Third*, players adventure as Shrek and his friends Donkey, Puss-in-Boots, Fiona and Fiona's rebellious cousin Arthur to save Far Far Away from the clutches of Prince Charming who has seized the throne with a bunch of his cronies. You'll have to do battle with Charming's henchmen; rescue pals; gather collectables and test your gaming skills in the boss fights and mini-games. There are versions of this great Shrek adventure coming for all gaming systems, and each one looks great! Even the Game Boy Advance version has us waiting eagerly, GBA in hand to have a bash at the platform action!

Shrek The Third boasts unique levels with lots of puzzles and platform challenges, including three Princess levels where you get to play as Fiona and Sleeping Beauty.

In the GBA and DS versions you can swap between all the characters on the fly to help you conquer the various challenges.

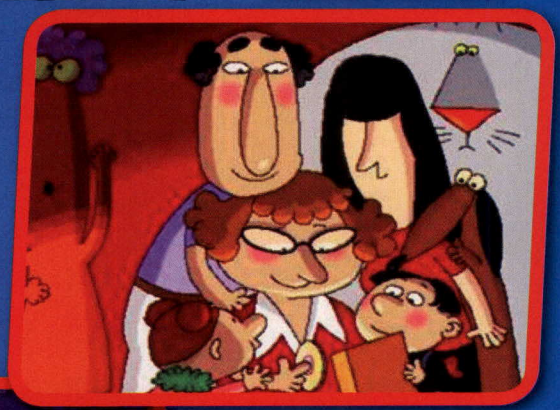


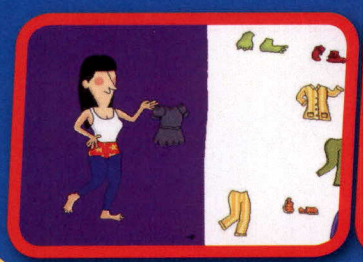


COSMIC FAMILY

Console	Wii
From	Ubisoft
Due out	Summer

Say hello to the *Cosmic Family* – a fun new Wii game from Ubisoft where you get to interact with the family by simple point-and-click controls using the Wii's unique joypad. There's Mom and Dad Cosmic, Big Sister and two small kids, plus the aloof dog, lazy cat and lots of colourful monsters to get to grips with and they all live in a rocket! Sound crazy? It is! But it's also lots of fun for all the family. The game has been designed to help improve the memory of its young players with hand-eye co-ordination and also kick-starts creativity and the imagination. There are lots of customisable rooms, mini-games where you get to brush a monster's teeth, play dress-up and nurture plants from seeds, as well as lots more hidden away for you to discover. *Cosmic Family* looks like it'll definitely be worth checking out this summertime.

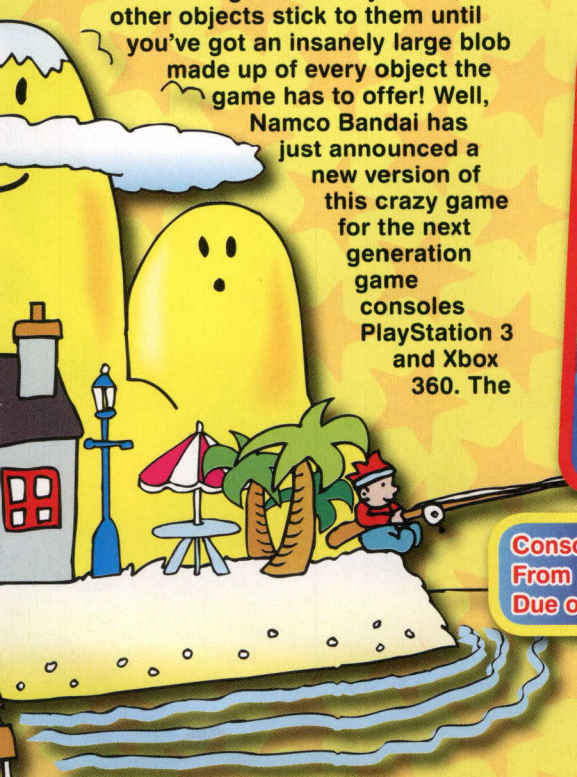




Games like *Cosmic Family* just weren't possible before Nintendo came along with the incredible Wii console. Hooray for Nintendo, everyone!

BEAUTIFUL KATAMARI

If you've never played *Katamari* on the PlayStation 2 then you really haven't lived! It's a wild and wacky game where you start off with one or two objects joined together, but as you roll them around the game's many levels, other objects stick to them until you've got an insanely large blob made up of every object the game has to offer! Well, Namco Bandai has just announced a new version of this crazy game for the next generation game consoles PlayStation 3 and Xbox 360. The graphics have been souped up, there's a cool new soundtrack and you'll even be able to play in multiplayer matches over Xbox Live and the PlayStation Network. Now that sounds like a right barrel of laughs to us. Keep on buying Pokémon World to find out more!



Console	PS3, Xbox 360
From	Namco Bandai
Due out	This year!

Those of you with posh tellies will be happy to learn that the new *Katamari* game is pumping out 720p next-gen graphics. Wow!

SPIDER-M
THE GA

These are dark days for Peter Parker and his alter-ego Spider-Man. Some strange black substance has contaminated the Spider suit that has become so well known to the citizens of New York. Now, when Peter puts on the suit for crimefighting, a strange feeling comes over him and he discovers he has a darker side. Meanwhile, the City seems like its overrun with a new breed of supervillains. A guy called Flint Marko is caught in an accident on breaking from prison, and all his molecules are messed up, making him the Sandman – a creature that can transform into any shape he likes. Then Peter's best friend Harry Osborn decides to have a go at being the New Goblin, following in his dad's footsteps. Wow, this is going to keep Spider-Man busy for a long time!

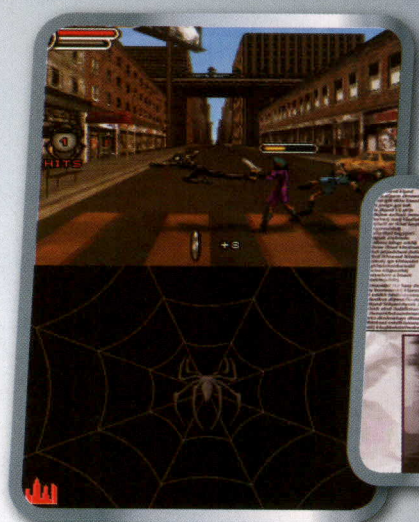
Console: All & PC
From: Activision
Due out: Out now

So have you seen the movie yet? Well what are you waiting for? It's brilliant! It's a real treat for fans of the webslinger because you get to see the red-suited Spider-Man in action and his black-suited darker persona too. When he's black, Spider-Man has more strength, agility and durability than ever before, making him the ultimate crimefighter – and he's certainly going to need all this new-found strength!

The next-generation console versions of *Spider-Man 3* are simply out of this world!

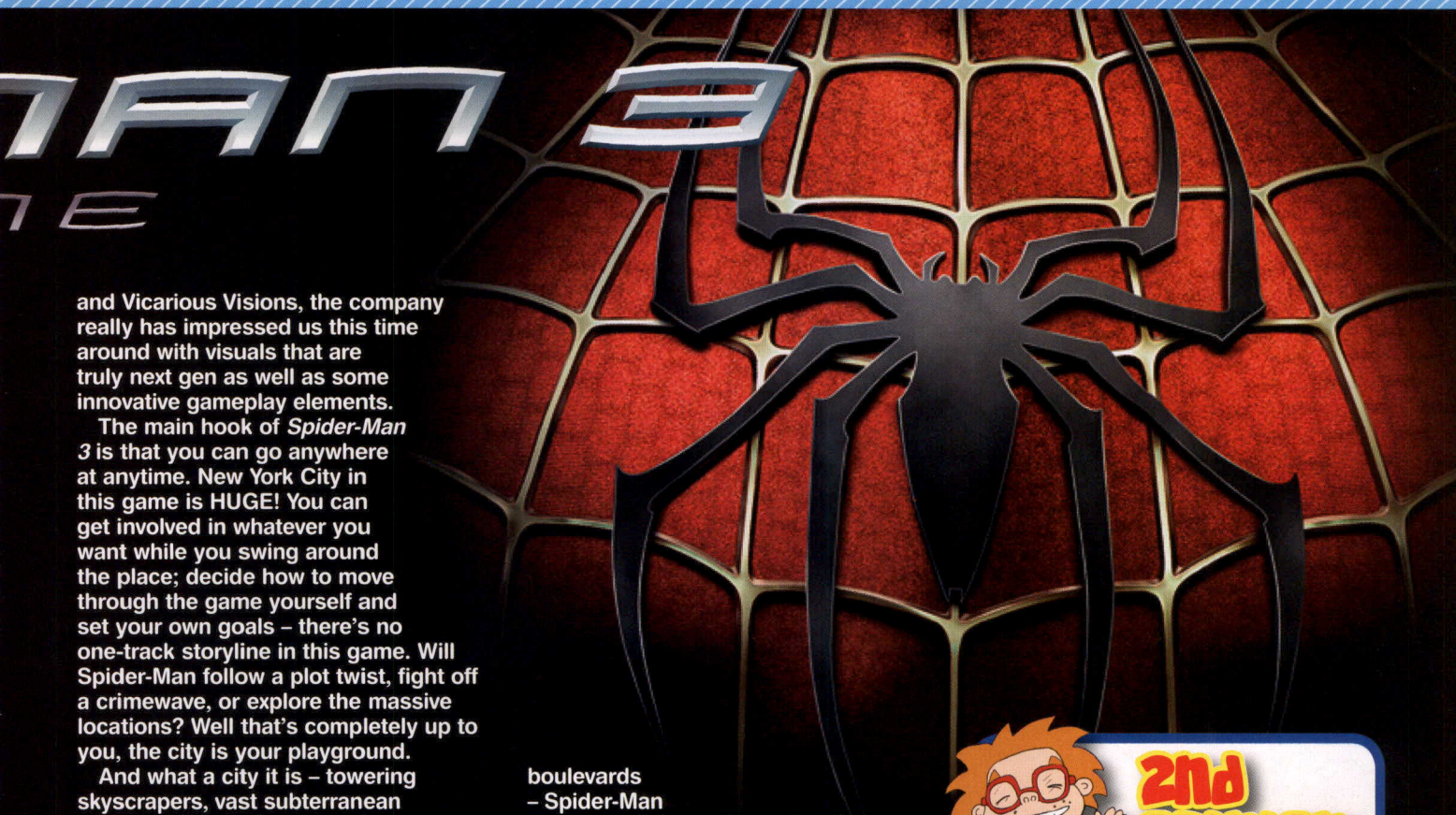
The videogame is coming out on many formats, courtesy of Activision. Whether you've got a PlayStation 2, PlayStation 3, PC, Xbox 360, PSP, Wii, GBA or DS, you're going to enjoy some top-notch Spidey action this month. Activision is well known for creating some brilliant Spider-Man adventures in the past, but with the help of developers Treyarch, Beenox

MY DS SENSE IS TINGLING!



There are some features of *Spider-Man 3* on the Nintendo DS that are unique to this great handheld console. For a start you can enjoy local wireless multiplayer games with your mates like Brawler, Hot Potato, Target Practice and Combo Challenge. The control of both the red and black-suited Spider-Man is done via the touch screen too, giving organic touch gestures and motions to players. It really is a must for all fans of the web-slinger!

MAN 3
ME

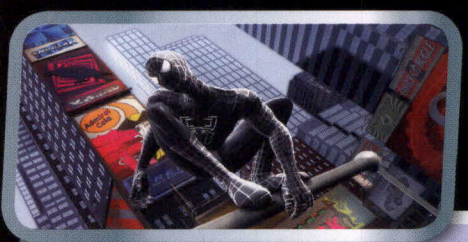


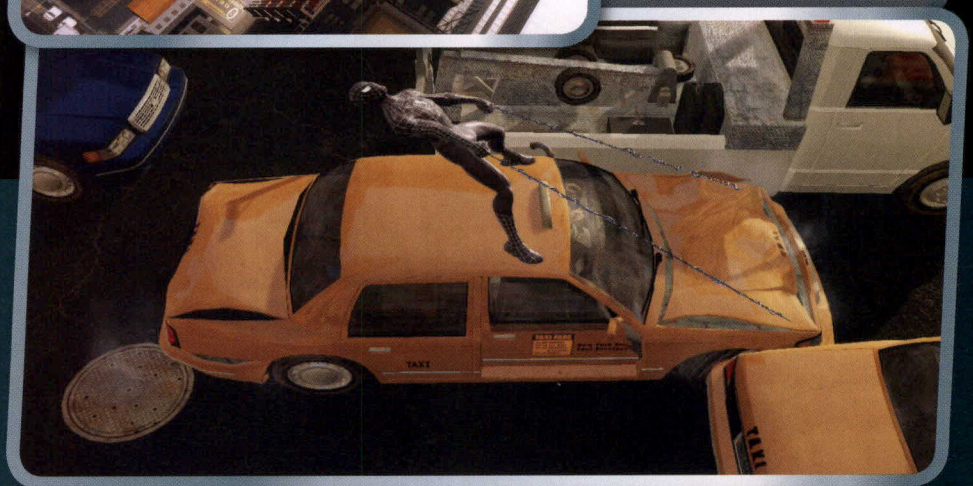
and Vicarious Visions, the company really has impressed us this time around with visuals that are truly next gen as well as some innovative gameplay elements.

The main hook of *Spider-Man 3* is that you can go anywhere at anytime. New York City in this game is HUGE! You can get involved in whatever you want while you swing around the place; decide how to move through the game yourself and set your own goals – there's no one-track storyline in this game. Will Spider-Man follow a plot twist, fight off a crimewave, or explore the massive locations? Well that's completely up to you, the city is your playground.

And what a city it is – towering skyscrapers, vast subterranean sewers, stinky subways and snazzy boulevards – Spider-Man must patrol them all keeping the criminals at bay. There are gangs roaming around and a bunch of supervillains to take care of. Luckily Spider-Man has some cool kung-fu fighting moves at his disposal and an all-new combat system allows for combo chains and suit-specific attacks to be used against the baddies.

Certain events will open up additional Spidey powers too. Spider-Man can catch falling objects and people, fix hazards like broken train rails, barricade doors and slingshot from the tops of buildings to increase his speed and give him lots of air!





With his black suit on, Spider-Man is super strong. He can even stop taxis using just his web!

2nd Opinion

Yeah – I've always been a big fan of Spider-Man. He does whatever a spider can, you know! I think I prefer the handheld versions of the game to the flashy PS3 and Xbox 360 ones, though. The Game Boy game is small and neat, the PSP has everything the PS2 one's got, and the DS... well check out the box to see how much has been crammed in to this one!

Stu Yew

Activision has a lot of experience in at producing quality Spidey games and it certainly shows with *Spider-Man 3*. We heartily recommend this web-tastic videogame to you, it's great!

SCORE 5/5

FINAL FANTASY III

Console	Nintendo DS
From	Square Enix
Due out	Out now

Guess how long it is since Square Enix first released *Final Fantasy III* on the Famicom (NES as we liked to called it over here) in Japan? One year? Five? Ten years? Nope. It's actually a game that's 17 years old! Strangely though, this new Nintendo DS release is the first time that Western gamers have been able to get their hands on the adventure – and it's certainly been worth the wait!

However, this is no mere graphical update, the original game producer was brought back to enhance *Final Fantasy III* and make the DS version the definitive one. The story tells the tale of a once-peaceful land that has been changed forever by a great tremor. It was once protected by the crystals of light, but the earthquake caused these crystals to disappear into the ground. It seems that all is lost, but the Gulgan prophecy tells of four souls, blessed by the light who will come to restore the balance to this fragile world. As Luneth, an orphaned boy from the town of Ur, you have been guided by fate to a sentient crystal and your life is about to change forever. It's your task to find three others who share your destiny to search for the remaining crystals. Then the four adventurers can set out on this dangerous journey together and fight the battle of light and darkness. Without spoiling the story too much, Luneth soon discovers Arc (a shy character, but a good friend), Refia who is a blacksmith's daughter with a thirst for adventure, and Ingus, a guardsman.

The story is played out in full 3D on your Nintendo DS, and it soon draws you in to the game.

What made *Final Fantasy III* unique back in 1990 was its job system, and of course that is intact in this DS game, although role-playing games have become much more sophisticated since the original game's release. More than 20 jobs can be switched between to give each character the ability to perform a variety of tasks. If you make your man a soldier, for example, he will be great at physical attacks but a Red

Keeping track of the abilities of each party member is always a challenge.

There's a pleasing graphical style to *Final Fantasy III*, the cut-scenes are particularly lovely.

You'll have lots of fun chopping and changing each character's job, as well as seeing all their different outfits.

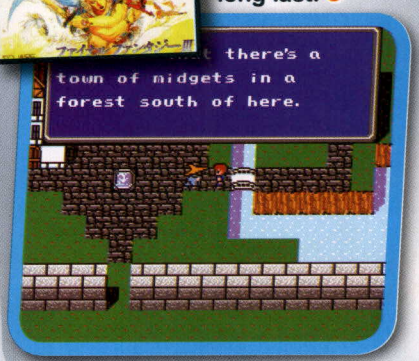
Mage will give them a mixture of light and dark spells rather than physical force to play with. Each job changes the outfit your character is wearing too, and this adds a great visual appeal to the game. You will want to change their jobs just to take a look at all the outfits on offer!

The combat in *Final Fantasy III* goes right back to the roots of the role-playing adventure. It's all turn-based, so you tell each member of your party what you'd like them to do, then sit back and watch it be acted out in front of you. This is a far cry from more modern modes of play with interactive battles and real-time movement, but is actually quite similar to what you will have encountered in the many *Pokémon* games you've played, so you'll probably feel right at home with this battle system.

One thing *Final Fantasy III* is though is hard! The game seems to go on and on forever and battles get tougher and tougher as you progress. You really must prepare yourself for a mammoth adventure if you take this game on. There's also a surprising lack of save points and some creatures you will encounter hack you down as soon as look at you, with no thought for the experience and abilities you will have gained – you'll be right back to square one and have to start over!

Of course, it wouldn't be a DS game without a bit of Wi-Fi thrown in for good measure also. The game enables you to send letters to other players, and if you send enough you will eventually be rewarded with some extra items to use with your characters. The great thing about this option is that you will also get letters from the characters in the game, which is a fun too.

So, are you up to the challenge? *FFIII* is a hardcore RPG that's not for the faint-hearted, but if you take it on it has lots of exciting things in store for you. RPGs have certainly moved on since Square Enix originally designed this game, but it has been lovingly brought it up to date for the DS and for that the company should be applauded. Give this a whirl while you wait for *Diamond & Pearl*.



ASK YOUR DAD ABOUT THIS ONE...

For some reason, *Final Fantasy III* was never translated from the original Japanese and released in the USA or UK. One, two and four were, but not number three! So for many fans of the role-playing series this game has become legendary. For years there were rumours of a conversion, but it never came true. We now discover that one was even started for a console called the WonderSwan Color, but as the console wasn't a success it was never finished. Then Square almost created a PS2 game, but finally decided on the DS. Now everyone outside Japan can enjoy the adventure at long last!

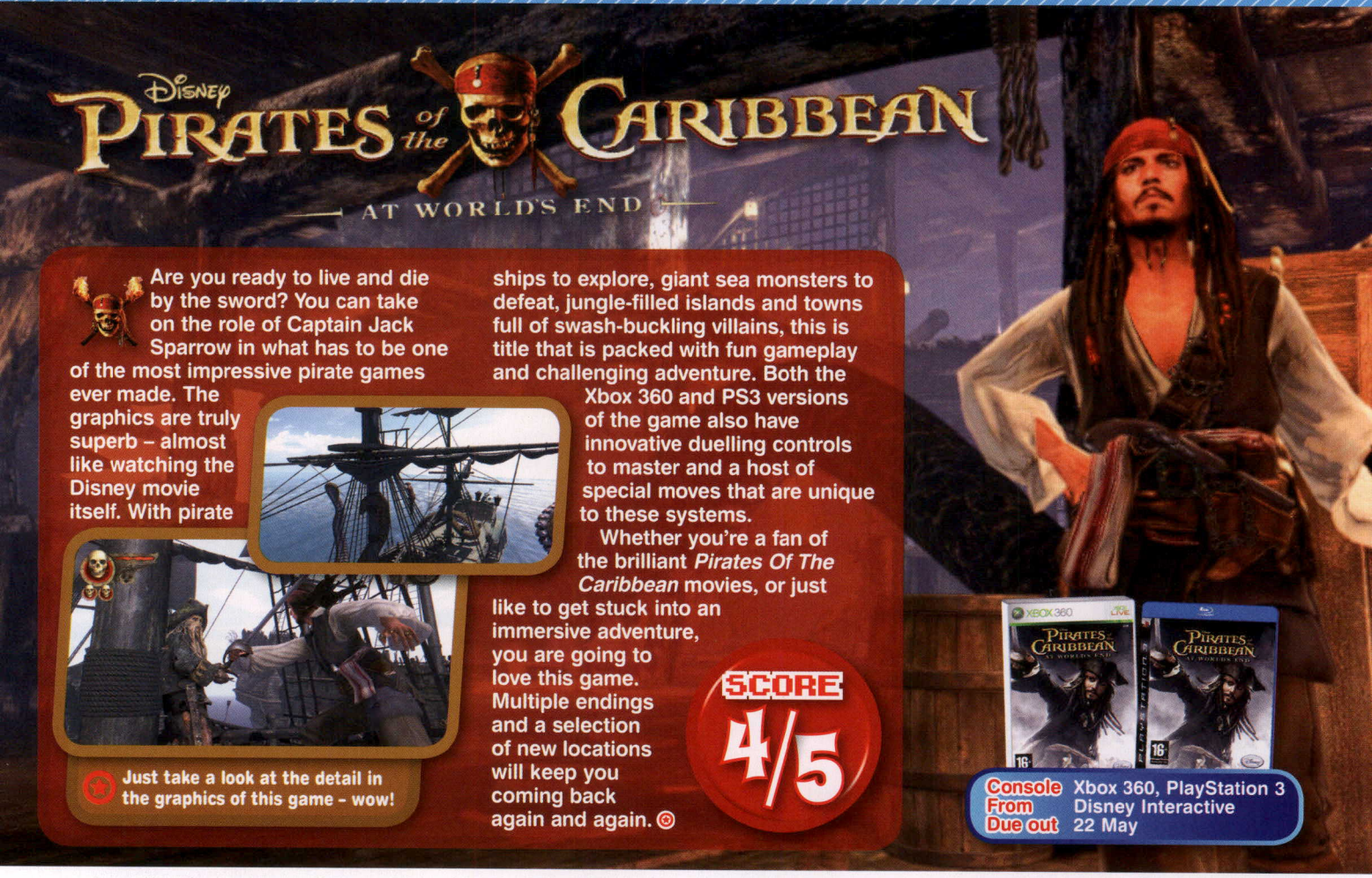
2nd Opinion

Us DS owners should feel honoured that Square Enix decided to bring *FFIII* to the console. It's just a shame that more wasn't done with the two screens. For the most part the second screen is blank! Then when it is used it's just a boring old map. The game is well worth playing, don't get me wrong, but this screen stuff is just lazy!

Stu Yew

SCORE 4/5

Disney Pirates of the Caribbean: At World's End



Are you ready to live and die by the sword? You can take on the role of Captain Jack Sparrow in what has to be one of the most impressive pirate games ever made. The graphics are truly superb – almost like watching the Disney movie itself. With pirate ships to explore, giant sea monsters to defeat, jungle-filled islands and towns full of swash-buckling villains, this is title that is packed with fun gameplay and challenging adventure. Both the Xbox 360 and PS3 versions of the game also have innovative duelling controls to master and a host of special moves that are unique to these systems.

Whether you're a fan of the brilliant *Pirates Of The Caribbean* movies, or just like to get stuck into an immersive adventure, you are going to love this game. Multiple endings and a selection of new locations will keep you coming back again and again.

Just take a look at the detail in the graphics of this game - wow!

SCORE 4/5

Console: Xbox 360, PlayStation 3
From: Disney Interactive
Due out: 22 May

Bust-a-Move

Console: Wii
From: 505 Games
Due out: Out now

Bub and Bob from the fantastic *Bubble Bobble* game are back, this time on the Wii with another eight characters lining up to take them on in a new bubble-bursting extravaganza! Never heard of *Bust-A-Move*? Well, fret not – it's a game where the objective is to shoot coloured bubbles from a bubble machine up into the air, they connect with other coloured bubbles and if two colours come together – they pop! Clear the screen to move on to the next level. Needless to say, it soon becomes incredibly addictive stuff!

With 500 levels of bubbles packed into this game, you're never going to see them all - or are you?

Up to eight players can join in at once in this new Wii version, with Puzzle Mode offering 500 levels of action split across five areas. If you find bursting these bubbles a tad easy, there's also an Endurance mode where the game never ends – you just keep on bursting to get the highest score possible! Then for an extra twist there's an all-new Shooting mode in which bubbles come at players from all angles. To handle this enslaught you must use the Wii remote and nunchuk controller together.

Whichever way you choose to play, you will enjoy the simple gameplay style of *Bust-A-Move*. We found that once we started bursting, we just couldn't put the game down – that has to be a sign of an excellent videogame!

SCORE 4/5

NICKELODEON

SPONGEBOB AND FRIENDS

Battle for Volcano Island

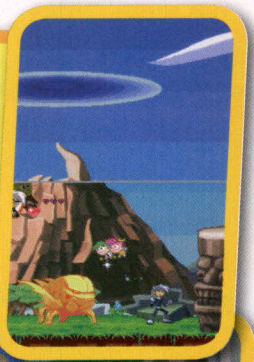
Console PS2, GBA, Nintendo DS
From THQ
Due out Out now

The game may have SpongeBob's name on the cover, but this is not just a new SpongeBob adventure – it stars all your favourite characters from the NickToons cartoon channel! There are ten playable characters in all and they come from *SpongeBob SquarePants*, *Danny Phantom*, *The Fairly Odd Parents* and *Jimmy Neutron*. They've all been called upon to save the day on a mysterious island. An evil spirit from the Ghost Zone plans to destroy this island paradise you see. Can our heroes stop him before he succeeds, saving the island and everyone on it? Well, that's up to you!

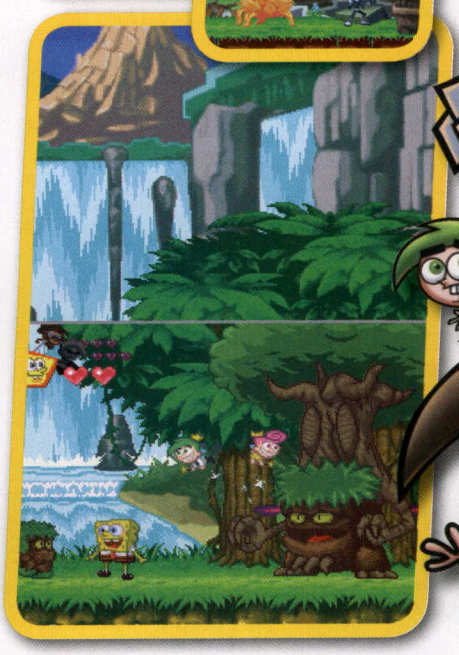
Giant sand monsters and a floating purple alien are just some of the bosses you will encounter!

The PlayStation 2 version of the game has some great 3D incarnations of SpongeBob and Co, with all their personality shining through and some great sounds effects from the cartoons. Then there are DS and GBA versions with perfectly pixelled sprites and lots of action. Each version features both one and two-player gameplay, tricky enemies and a new combat system. With a large island to explore, this is fun all the way to the top of the volcano!

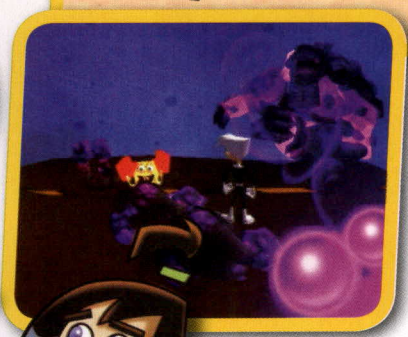
The PS2 game is packed with the real voices from the cartoons!



As you can see from these screens, *SpongeBob* is looking great on the dual screens of the Nintendo DS.



SCORE 5/5



DESIGN A MONSTER!

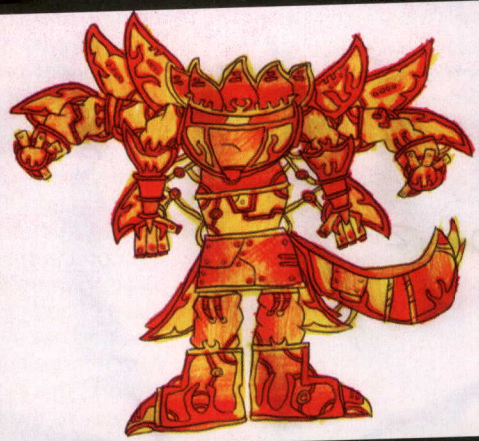
Fancy seeing your monster creation on these pages? Send it in to this address: Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Monster of the Month!

Evolution: None

Inferno

01



Pokémon type: Fire/Ground

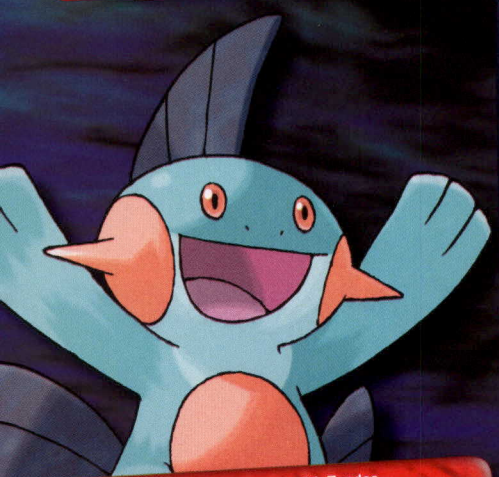
Special attacks: Blast Burn, Flash Flame, Flarewave, Overheat

Brief Description: A genetically modified machine of destruction. Captured by scientists, they created a new body. They traced every Fire Pokémon's DNA and cloned it into him. He is now found near the rims of volcanoes searching for heat.

Jerry Zhou, age ten, Swansea

If you'd like the chance to create a Star Monster too, then send your ideas to the usual address!

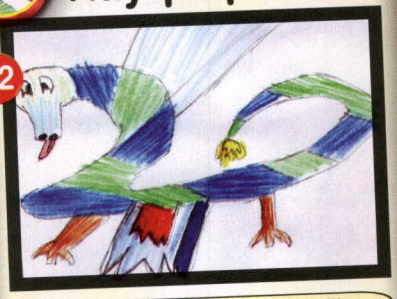
Pokémon World Star Monster!



Evolution: Evolves from Rayquaza

Rayquapower

02



Pokémon type: Dragon, Water, Fire

Special attacks: Hydro-Pump, Fire-Blast, Complete Drain

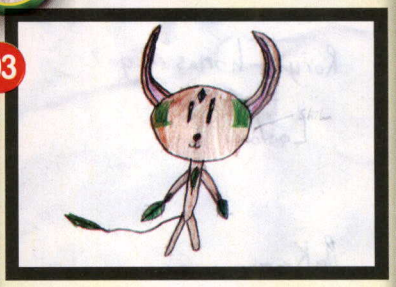
Brief description: Even though it looks quite cute it is the most powerful Pokémon ever! There are only four in the whole world and can only be found in the Poké-Power cavern!

Nicholas Sampson, age ten, Crayford

Evolution: Shi, Shi King

Shiba

03



Pokémon type: Leaf

Special attacks: Vine Whip, Vital Dragin, Cut, Teleport

Brief description: A very shy fellow, but very powerful when it's angry. It is a Legendary Pokémon, that's why it has a crystal on its head.

Rory Thomas, age seven, London

Evolution: Unknown and Dusclops

Duschorn

04

Pokémon type: Thunder & Psychic

Special attacks: Thunder Blast, Psychic Shot, Dragon Horn

Brief description: You would find Duschorn inside a huge mountain with thunder coming down from the clouds on to it.

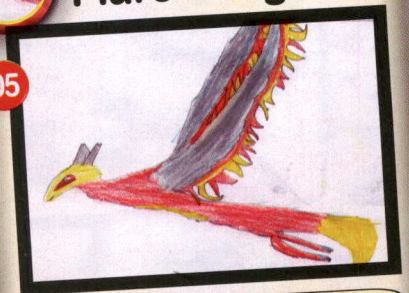
Tom Woolford, age eight, High Wycombe

DID YOU KNOW?
POKEMON WAS CREATED BY JAPANESE LEGEND SATOSHI TAJIRI BACK IN 1995. WITH SOME HELP FROM NINTENDO!

Evolution: Breed Moltres with Zapdos

Flare Dragon

05



Pokémon type: Fire, Flying, Steel

Special attacks: Super Flame, Iron Wing, Thunder Tail, Sheer Heat

Brief description: This Pokémon is extremely rare and can only be found when you defeat the Pokémon League five times. Its best attack is Sheer Heat.

Kyle Ho, age nine

Evolution: Breed Charmelion

Teddy Charmander

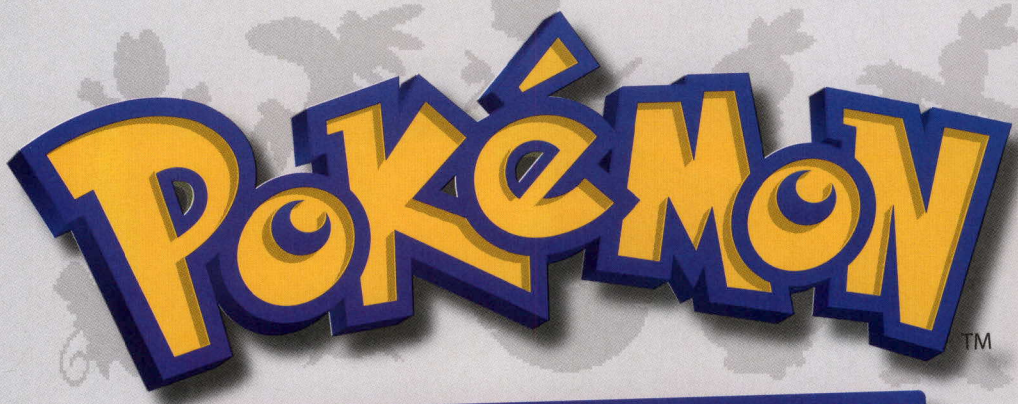
06

Pokémon type: Fire

Special attacks: Attracted, Poison Cuddle, Flame Tail

Brief description: He is kind, helpful and generous. He evolves into Charmander. He is 30cm tall, weighs 1kg and likes to be carried around. He is very cute and cuddly.

Zoe Sutherland-Rowe, age seven, Shoreham-by-Sea



Bling it on!

The Pokémon World guide to making a dazzling deck!

So your deck is built, you have playtested it against your friends, the big tournament is coming up. Now is the time to add some bling, and dazzle your opponents with your deck as well as your sparkling play ability. Yes it is time to BLING IT ON! And it is not just those big, bad EX Pokémon that can shine, oh no. Since Legendary Collection first introduced them, Reverse Holofoil Cards have been found in our Pokémon TCG packs giving a shine to even the most humble Pokémon.

Many Pokémon TCG Players like to add some of that sparkle to their decks by using holofoil, reverse holofoil and rare stamped cards to replace the normal cards in their deck. The ultimate aim will be to replace all the cards in the deck with holofoil, reverse holofoil cards and special stamped cards.

With the Regional Championships completed by the time this issue goes to print and with UK Nationals looming, we thought we would give you the Pokémon World guide to adding some 'bling' to your deck...

Energy Cards

Now you would think that replacing all the Energy Cards in your deck with Holofoil and Reverse Holofoil Energy Cards is going to be a hard job; after all, that could be up to a third of your deck to find. Well, think again, Holofoil and Reverse Holofoil Energy Cards are some of the easiest 'bling' cards to find.

You may not know it yet, but when it comes to Holofoil and Reverse Holofoil Energy Cards you are in fact spoilt for choice. There are the old Wizard of the Coast (WotC) Holofoil Energy Cards that were given out in huge numbers at their final goodbye tournaments. They are still Modified Format Tournament Legal and are highly shiny, though they do look a little outdated. They are cheap to buy too. On eBay, we found some at £4.50 plus postage for 25 Holofoil Energy Cards, that is bargain-priced bling! And there are more WotC-era cards to help you, like the Winners and non-Winners Reverse Holofoil Special Energy card. Then there are the first Nintendo Reverse Holofoil Energy Cards from Ruby and Saphire, these are harder to find as they were not printed in great numbers; however, their flat shiny look is quite classic.

Then, of course, in the EX Emerald Set Nintendo started printing a new generation of Holofoil Energy Cards, they became easier to find and the preceding sets have continued to give us some amazing variations in the look and style of Holofoil Energy Cards.

When they were first seen the Matrix Energy Cards from Ex Emerald were hot property and very sought after by players. They have lost their appeal somewhat since then and with a new Holofoil treatment given to the Reverse Holofoil Energy Cards in EX Holon Phantoms, players were soon scrambling to add

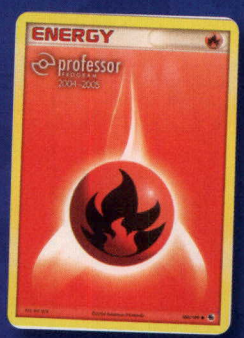
the newer bling energy cards to their decks.

Nintendo quickly followed this up and EX Power Keepers released the Matrix/Phantoms mix effect Reverse Holofoil Energy Cards.

But if you really want to impress your opponents with bling in your deck, then the lastest Holofoil Effect Energy Cards from the Pokémon TCG League Player Rewards Program are just the thing. Using the same symbols as the classic energy cards, but with a brand new highly shiny foil treatment, these cards will leave your opponent gasping and asking you just where you got your energy cards from!

Finally, if you really want to be exclusive, you could always go for the Professor Energy Cards. Issued to Pokémon Professors as a reward for all their hard work during the 2004/2005 tournament season, the Professor cards are rarely seen outside the decks of these Pokémon gurus. They don't have a Holofoil treatment, just a very discrete and classy Professor Program Logo and the words 'Professor Program 2004-2005' stamped in silver just below the word 'Energy' on the Energy Cards.

A word of warning, though, their rarity is reflected in the cost of these cards. Current prices start from around £7.50 for a set of six and they rarely appear on eBay, if you see them and you can afford them they are well worth grabbing. But if you want to add your Energy Bling on a budget buy the old WotC Promo Reverse Holofoil Energy Cards.



Pokémon Cards

Okay, so you have sorted out your Energy Cards and now it is time to look at the Pokémon. Now the fun really starts because you can bling your deck the obvious way with Reverse Holofoil Cards and that will look really cool too, just like our Holofoil Machamp line above. But once you have started on the Pokémon bling you can take your deck over the top by adding some very exclusive cards.

How about adding an exclusive Nationals Machamp to your line-up? What if we go one better and make it a Staff Promo! Again we must warn you that Staff promos are very rare cards and prices start from £30 for a good condition staff promo. What about some of the exclusive cards you already have? Maybe you have been to the 10th Anniversary Tour and can use that Pikachu promo in your deck? What about the City Championship Squirtle Promo? Or some of those pre-release stamped cards? As you play in more Pokémon Organised Play Events you can win more bling for your deck! And don't forget your league rewards, those Pokémon Organised Play Promo Packs contain exclusive Pokémon Cards – okay, they are not shiny holofoils but they are more exclusive than most cards.

TRAINER
Lady Outing
DECKTS
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

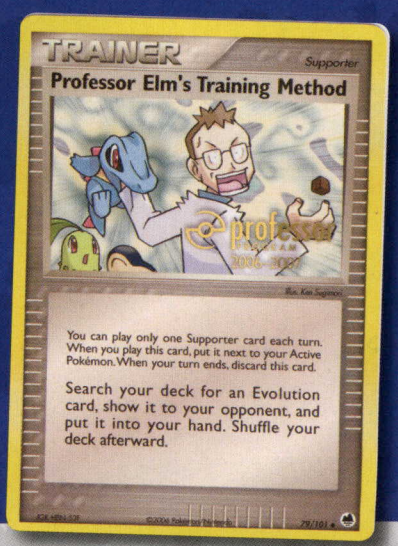
Trainer Cards

Finally, we come to the Trainer Cards, just like the Pokémon and the Energy Cards your choices are endless and with Trainer Cards being reprinted more than most other cards, you will also have an easier time adding that bling. If you want to include something a little more exclusive there are the newer Professor Reward promos like Professor Birch and Professor Elm's Research that, like the professor Energy Cards, are exclusive to the Pokémon Professor Program and given as rewards to Pokémon Professors.

However you decide to bling up your deck, we hope you have fun doing it and that it adds some sparkle to your play. And if you have not yet participated in a Pokémon Organised Play event or you have to join your local Pokémon TCG League, just remember you are missing out on a chance to bling your deck with some very exclusive and very shiny cards.

TRAINER
Professor Birch
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Draw cards from your deck until you have 6 cards in your hand.

Next issue we will be bringing you an exclusive report on the London Regional Championships and the players and decks that won through to take the trophies and titles of the event.


TRAINER
Supporter
Professor Elm's Training Method
professor
PROGRAM
2004-2005
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for an Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Pokémon Trading Card Game News

UK – Battle Road leads to nowhere!

Battle Road was announced back in October as another chance for players to earn Premier Points outside of the City and State Championships in the UK. These Premier Points give you a Premier Ranking and the highest ranked player in Europe and Africa will win a free trip to Worlds in Hawaii!

Unfortunately, we at Pokémon World have been unable to get any details on where and when any Battle Road tournaments will take place, despite the fact they are due to start in less than two weeks! Indeed, we have even had trouble getting you an image of the exclusive winners card and information on how the tournaments will run.

But we at Pokémon World never give up without a fight and we sent Ditto out to try to pick up what ever information he could on Battle Road. He came back with some choice morsels which we can now pass on to you.

By the time this magazine hits the stands we could be seeing a situation just like the 10th Anniversary Tour – by the time we can tell you about it Battle Road may be all but over. And that is a shame as the Tournaments could get a UK-based player closer to winning a trip to the world championships.

With this in mind, Pokémon Professor and all-round good egg Ben Ward has decided to start a thread on the PokéGym about UK Battle Roads. If you want to find out when one is happening in your area go to:

http://pokegym.net/forums/showthread.php?p=823774#post823774

You will find an updated list of Battle Road Tournaments posted there and we hope that Pokémon Organised Play (POP) and The Place for Games sort out the details soon so that the UK's best Pokémon magazine can continue to keep you updated with what is happening in the world of Pokémon Organised Play for the Pokémon Trading Card Game.

Battle Road Tournaments

- The Battle Road will take place between April and June 2007
- Premier Events that count towards your Premier Ranking Points
- Winners in each of three age groups (masters, seniors and juniors) get an exclusive promo card – cool
- No details on time or places for Battle Roads yet in the UK

Changes in Pokémon TCG rules introduce defined steps

In the past the Pokémon TCG had a very fluid turn, during which you could skip backwards and forwards completing the actions required in a turn. That has now changed and the turn is broken into four defined steps, leave one of them and that step is now considered over unless your opponent lets you step backwards or you have forgotten a mandatory action.

The four steps are...

TRAINER
Victory Medal
Flip 2 coins. If one of them is heads, draw a card. If both are heads, search your deck for any 1 card, put it into your hand, and shuffle your deck afterward.
BATTLE ROAD SPRING
2006 2007

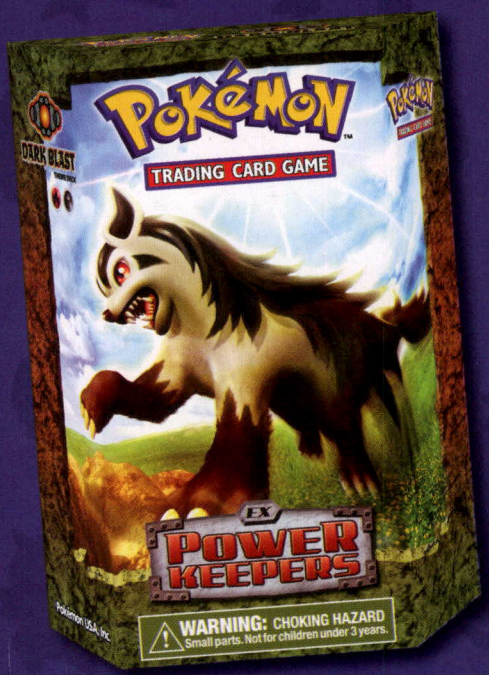
1 – Draw a Card

2 – Do any of the following...

- Put Basic Pokémon on the Bench (as many as you want).
- Evolve your Pokémon (as many as you want).
- Attach one Energy Card to one of your Pokémon (only once per turn).
- Play Trainer Cards (as many as you want, but only one Stadium and one Supporter Card per turn).
- Retreat your Active Pokémon (only once per turn).
- Use Poke-Powers (as many as you want).

3 – Attack!

- Check to make sure that you have enough Energy attached to your Active Pokémon to attack.
- Check Weakness and Resistance of your opponent's Pokémon.
- Put damage counters on your opponent's Pokémon.
- Check to see if you knocked out your opponent's Pokémon.
- Take a Prize Card (if you knocked out your opponent's Pokémon).



attacking your opponent's Pokémon, etc.), and you forget to take that action, you must ask your opponent for permission to take that action. For example, if you attach a Grass Energy to your Pokémon, and you wanted to attach a Fire Energy, you must ask your opponent's permission to take back the Grass Energy and attach the Fire energy instead. If he or she says no, you're stuck with the Grass Energy.

While it is mandatory to proceed through both step two and step three, the actions in those steps are optional. You can choose not to attach an Energy Card. You can choose not to play a Trainer. You can choose not to attack the defending Pokémon. However, once you have entered one of these steps, you cannot rewind to a previous step without the permission of your opponent.

In other words, once you've entered step three, you cannot leave it without your opponent's permission. If you declare an 'illegal' attack, you may ask your opponent if you can back out of step three. If he or she says "yes", you go back to step two and can take any actions that you could have taken during that step. If he or she says "no", you may either select an attack that is 'legal' or pass.

So remember to check you have done everything you want to before you move on to the next step.

4 – Your turn is over now

Also known as 'between turns'.

If an action is mandatory (i.e. draw a card at the beginning of your turn, take a prize for knocking out a Pokémon, place damage counters for an attack, and so on), and you forget to take that action, you do not need your opponent's permission to do it. However, you should immediately call a judge so things don't get muddled.

If an action is optional (playing a Trainer, attaching an Energy,

poke puzzles!

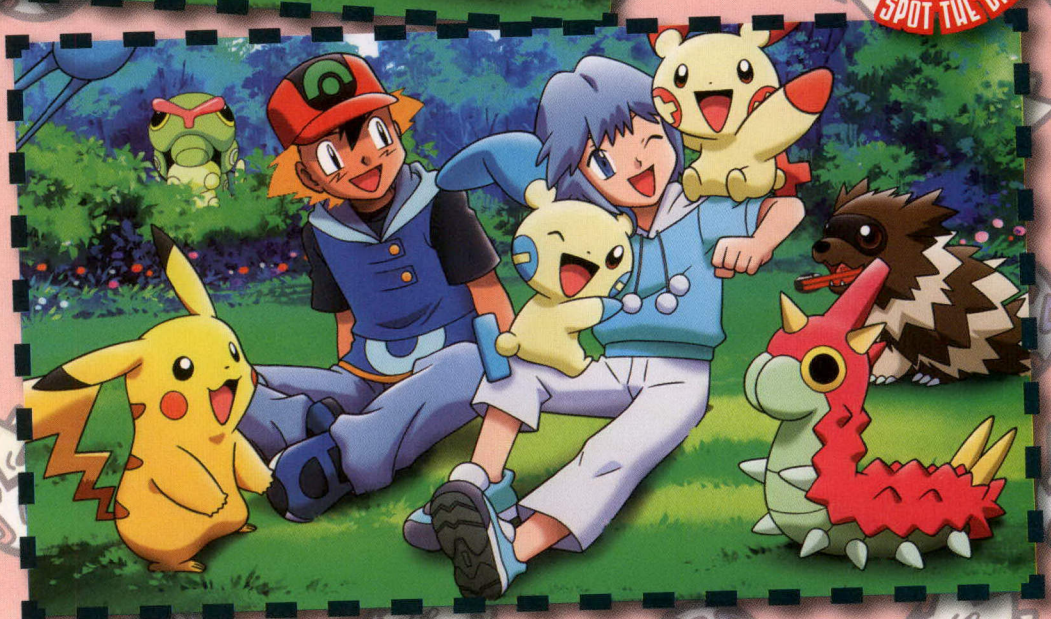
Need some puzzles to get the grey matter moving? Well try these out for size. There's something here for everyone!

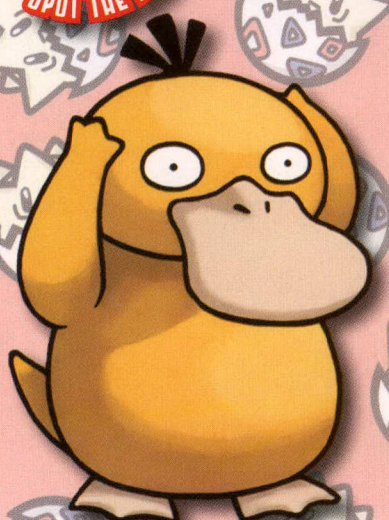
spot the difference

Get your red pen out because we've made ten changes to picture two below. Gotta spot 'em all!

SPOT THE DIFFERENCE PUZZLE 1

SPOT THE DIFFERENCE PUZZLE 2





monster spliceri

What have we got here then? There are two Pokémon hiding in this spliced picture. Can you identify them both?

ace anagrams

Six Ghost-Type Pokémon are haunting this page in anagram form. Can you work out who they are?

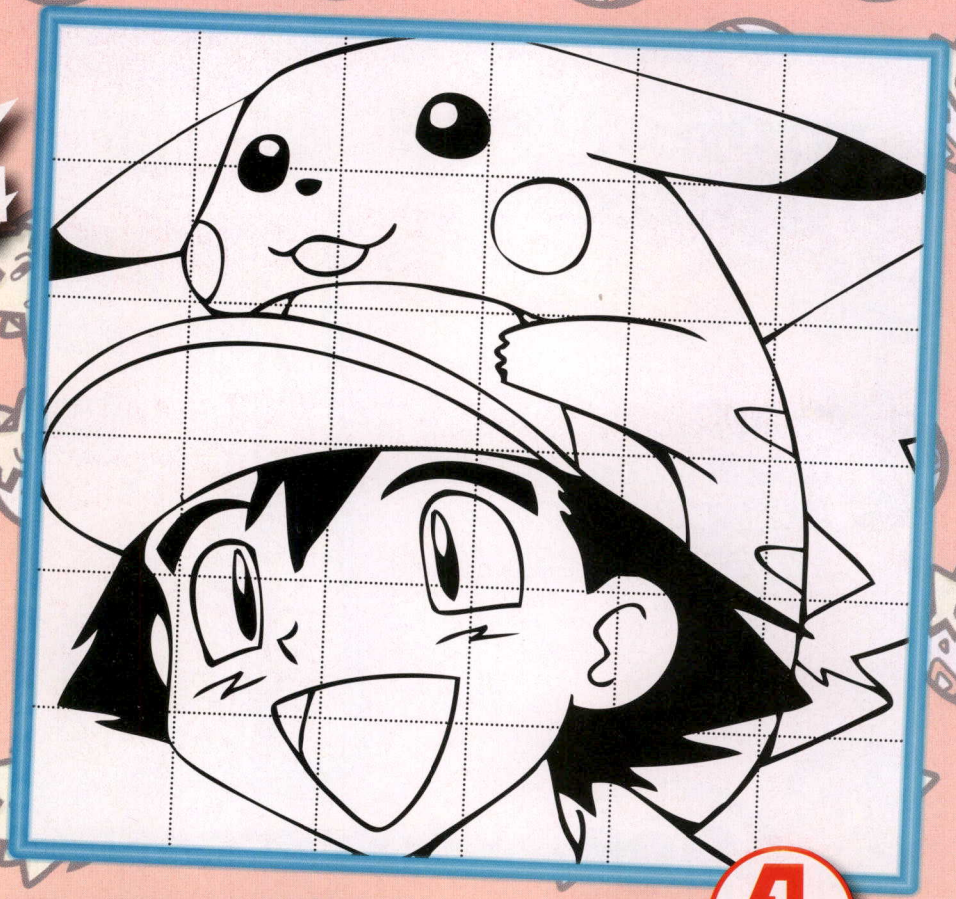
TAG SLY
NEAR HUT
RAN EGG
SAVE MUD SIR
SCUD SLOP
BEAT NET

close up calamity

Pokémon aren't very good at having their photos taken. Can you identify this lot?

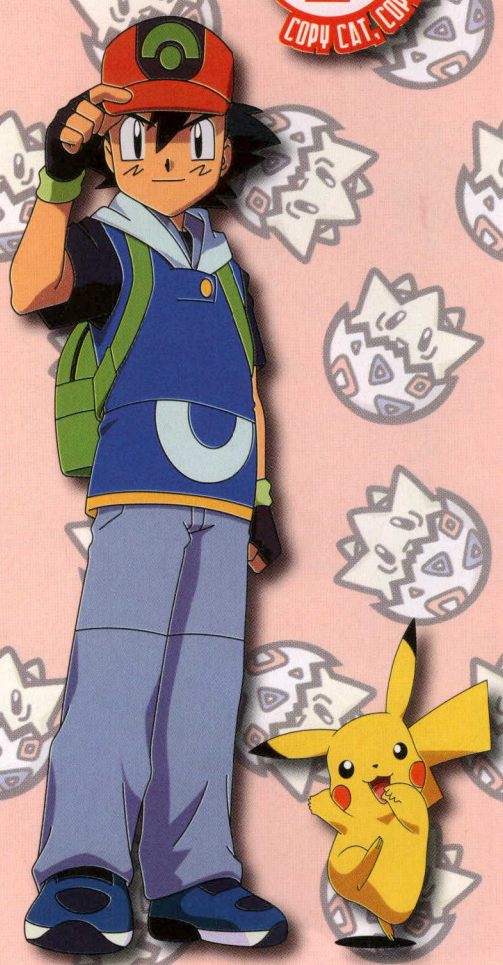
copy cat copy cat!

Fancy yourself as a bit of an artist? Well, why not practise on this picture of Ash and Pikachu? Copy each square into the grid below, then colour the two of them in using the artwork below as a guide. Have fun!



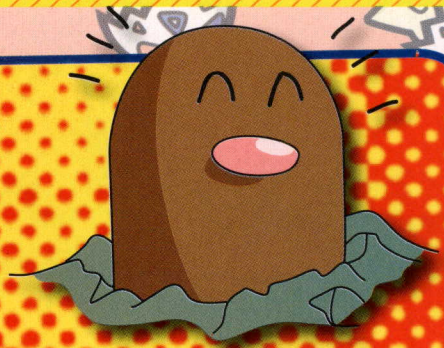
1 COPY CAT, COPY CAT!

2 COPY CAT, COPY CAT!



first letter fumble!

Find the name of a new Pokémon game by filling in the first letter of each answer...

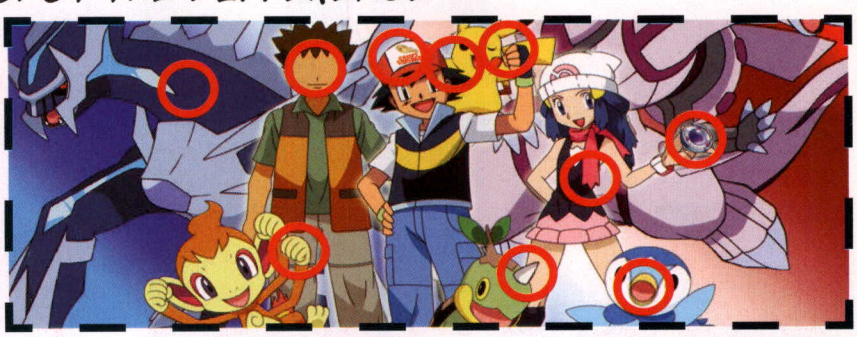


1. A Pokémon that creates a gas inside its body that it compresses and forcefully ejects to propel itself along like a jet! Its body is very strong and hard to damage. (7)
2. Whenever this Pokémon comes across something new it will give it a lick. It does this so that it can memorise things by their texture and by taste. (9)
3. This Pokémon communicates its feelings to those around it by emitting whistle-like sounds from the tubes on its body. This Pokémon only raises its voice when it is in battle. (7)
4. This fish-like Pokémon sucks in water then expels it at a very high velocity using its abdominal muscles to shoot down flying prey. When evolution draws near for this monster, it travels downstream from rivers. (8)
5. This is an incredibly old Pokémon as it comes from the age of the dinosaurs. It was regenerated from genetic material extracted from amber. It is imagined to have been the king of the skies in ancient times. (10)

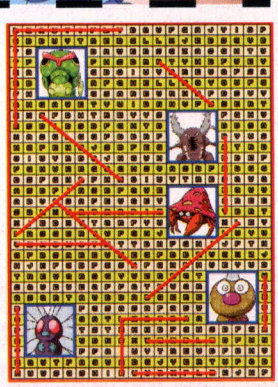
1	3	5	4	2

answers!

SPOT THE DIFFERENCE



WORDSEARCH



CLOSE UP CALAMITY

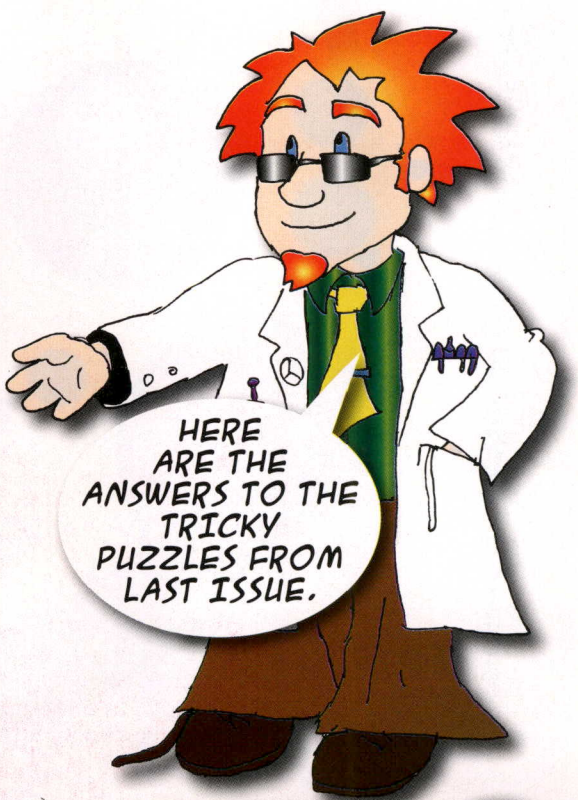
1. BLAZIKEN
2. EXPLOUD
3. FERALIGATR
4. GROUDON
5. KYOGRE
6. LUDICOLO
7. MEGANIUM
8. ROSELIA

FIRST LETTER FUMBLE

THE ANSWER WAS RANGER.

DOTTY DOT TO DOT

IT WAS PIKACHU!



MAKE and do!

Want to impress your Pokémon-loving mates? Well, what better way than to stick on a mask of your favourite Pokémon? Over the coming issues of Pokémon World, we're going to bring you lots of these!

To start us off we have everyone's favourite, Pikachu. All you've got to do is stick this page down to a piece of cardboard, cut out the mask and attach some elastic to the holes. Cool!

1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.
2. CUT OUT THE PIKACHU MASK. ASK FOR HELP IF YOU'RE SMALL.
3. ATTACH SOME ELASTIC TO THE TWO HOLES AND PUT THE MASK ON!

WIN! WIN! WIN!

SPIDER-MAN 3
THE GAME

Have you read our review of the new *Spider-Man 3* game over on page 32? It's brilliant, and what's even more brilliant is the fact that Activision has given us five copies of the videogame for the Xbox 360 and a shiny new 360 console to give away to you, our beloved readers. Just answer the question on an email or simply pop it in the post to the usual address and mark your entry 'Spidey Compo'. Here's the email address: pokemonworld@imagine-publishing.co.uk.

Which comic book publishing company created Spider-Man?

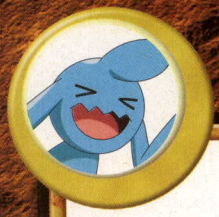
A. Marvel
B. DC
C. Crispy Chicken

Please make sure you put your name, address and age on your entry and get it to us by 28 June.

WIN! AN XBOX 360 AND 5 SPIDER-MAN 3 GAMES!

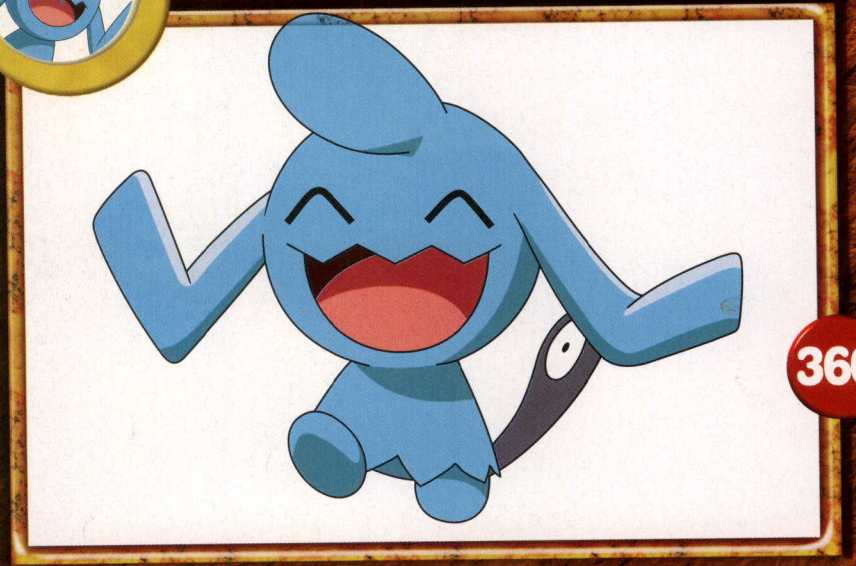
Competition Rules
1. All entries must be received by 28 June 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

monster of the month



Wynaut

Evolution: Evolves to Wobbuffet



360

Type: Psychic **Height:** 2' 0" **Weight:** 31 lbs

Special Ability: Shadow Tag

Description: This Pokémon gathers on moonlit nights to play and enjoy squeezing up against each other! By being squeezed Wynaut gain endurance and are trained to dole out powerful counterattacks. These Pokémon can always be seen with a big, happy smile on their faces. To find out whether they are angry or not you've got to look at their tails. It's best not to approach them if they are banging their tails on the ground.

21 June is the date to put in your diary – it's when the next issue of Pokémon World is out!

Pokémon World

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SPONGEBOB AND FRIENDS Battle for Volcano Island

HELP SPONGEBOB TO JOIN HIS FRIENDS - ALL TOGETHER THEY HAVE TO STOP THE ANCIENT EVIL MAWGU, WHO HAS THREATENED TO TAKE CONTROL OF VOLCANO ISLAND.

USE COINS AS GAME PIECES. THEN FLIP A COIN TO MOVE:

HEADS = 1
TAILS = 2

START
You ripped your swimming trunks. Move back 1 SPACE
Dance for one minute. Then swim ahead 2 SPACES
Good Move. you've been training Move up 2 SPACES
GrandMa SquarePants gives you a ride. Move ahead 1 SPACE
You're all dried out Go Hydrate. Move back 1 SPACE
Nematodes ate your shorts. Go Back to Start
You blew a shoe. Go Back 3 SPACES
YOU ARE READY TO BATTLE HIDEOUS CREATURES ON VOLCANO ISLAND!

OUT MAY 25TH 2007

- UP TO SIX PLAYABLE CHARACTERS INCLUDING SPONGEBOB SQUAREPANTS, PATRICK STAR, AND SANDY CHEEKS (SPONGEBOB SQUAREPANTS TV SERIES); DANNY PHANTOM AND SAMANTHA "SAM" (DANNY PHANTOM TV SERIES); TIMMY TURNER, COSMO & WANDA (FAIRLY ODDPARENTS TV SERIES)
- PLAYERS CAN JOIN OR LEAVE THE GAME AT ANY TIME IN MULTI-PLAYER
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